

OFFICIAL GAME GUIDE



BASED ON A GAME
RATED BY THE
ESRB



LARA CROFT TOMB RAIDER

ANNIVERSARY

PRIMA OFFICIAL GAME GUIDE WRITTEN BY DAVID S. J. HODGSON

Prima Games

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Design and Layout: Calibre Grafix, LLC

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ISBN: 978-0-7615-5616-9

Library of Congress Catalog Card Number: 2007925550

Printed in the United States of America

07 08 09 10 LL 10 9 8 7 6 5 4 3 2 1



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We want to hear from you! E-mail comments and feedback to dhodgson@primagames.com.

AUTHOR SPECIAL THANKS:

I'd like to thank my wife Melanie for her love and support. "Big ups" to the Stratton massive. Many thanks to Bryn, Rachel, young Samuel, Kraftwerk, Laibach, and Ladytron. And "V" for Victor, squashed under a train.

Thanks also to Todd Manning, Amanda Peckham, and all at Prima for helping me during this book process.

Special thanks to Kathryn Clements, Anita-Lynne Henderson, and all at Eidos U.S., Eidos U.K., and Crystal Dynamics for their help and support during the creation of this book.



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PREPARATION FOR TOMB RAIDING

INTRODUCTION

Welcome to Prima's strategy guide for *Lara Croft Tomb Raider: Anniversary*. This book has three main sections. The Preparation portion details all of Lara's moves, the main protagonists, and the weapons and items you'll be using. The Walkthrough section provides details on every single area of every level in the game, while the Additional Materials portion reveals where every Artifact and Relic is, along with the associated rewards you can unlock. Good luck, and happy adventuring!

PART 1: CONTROLLING CROFT

This section reveals all of the different maneuvers Miss Croft can make during her adventure. To practice these moves safely, head to your gymnasium in Croft Manor.

NOTE

- Please refer to your instruction manual for overviews on Saving, Loading, Starting a Game, and the Button Configurations.
- If you are playing this game on a PC, please use the controller configuration you're most happy with.
- All button presses refer to the PlayStation 2® console.
- The buttons shown as **L3** and **R3** refer to the left and right analog sticks respectively.

BASIC MOVES

Walking and Running

- Tilt **L3** firmly in the direction you wish to travel.
- For walking and tiptoeing, tilt **L3** less fiercely.
- Running is vital when you're about to leap from a ledge, over a gap; the extra speed is necessary for you to clear most gaps.
- Walking isn't usually needed.
- Tiptoeing is usually reserved for inspecting dangerous areas, such as high cliffs.



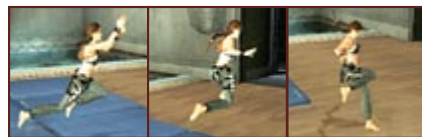
L3



As you become accustomed to Lara's movements, it may be advantageous to try keeping Lara running straight with **↑** and **L3**, and turning using **R3**. Try it; it's excellent when you're running on long stretches of ground.

Jumping

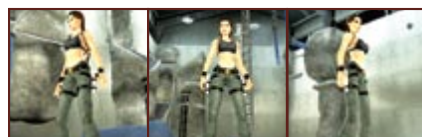
- Press **X** for a vertical jump. This is useful for grabbing ropes or ledges directly above you.
- Press **L3** and **X** to make Lara jump in a specific direction.
- The speed of the jump is determined by how long a run-up you had.
- Jumping is the key to reaching areas you can't traverse simply on foot.
- Combine running with quick **X** taps to perform a variety of somersaults.
- Combine jumping with **L1** to leap with your weapons drawn; this is a little quicker when maneuvering up stairs.



L3 + **X**

Moving and Resetting the Camera

- This moves the camera around, and tip or tilts the view up or down.
- This allows you to look at an area from almost every angle.
- Careful camera maneuvering sometimes enables you to spot hidden areas or objects.
- Reset the camera behind Lara by pressing **L2**. This is useful if you're running for a long jump and want to stay in a straight line.



R3

Picking Up Items

- When you're near an item, grab it using **△**.
- Lara automatically collects the item, and it is added to your inventory.
- Check your inventory using **SELECT**, and switch between items and weapons using **⬢**.
- If you can't carry any more of a particular ammunition type, it is left on the ground.



△

Crouching

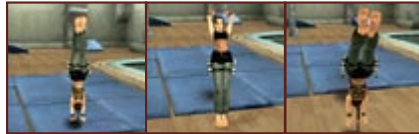
- This is useful when you're maneuvering through very low passages.
- You don't need to hold **○** once you're under a low ceiling, only to get under it.
- You can also use this to hide behind low objects, although this tactic isn't usually employed.



Hold **○**, then **L3** to move

Rolls and Somersaults

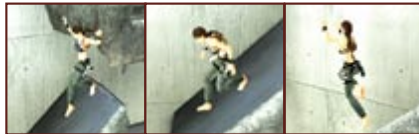
- Press **○** while you're running to perform a roll. Hold **○** to end it in a crouch.
- If you tap **○** during the roll, Lara begins to perform a somersault.
- Tap **○** four times while running and Lara performs a tumble and double somersault.
- You can also tap **×** once the somersault begins, and vary the types of tumbling.
- This is purely for show and not necessary to use during the adventure.



L3 + **○**

Slide and Jump

- When Lara moves onto a platform that is sloping at a 45-degree angle, she automatically slides down it.
- Be sure you jump before you drop off the slope, or you'll fall.
- The timing of the jump is important, as it affects the distance traveled.
- More often than not, the jump is vital to avoid falling into a deadly area.



(while on slope) **×**

Healing

- Press **⬢** to use a Large Medipack. It restores up to 100 percent health.
- Press **⬢** to use a Small Medipack. It restores up to 25 percent health.
- Conserve your Medipacks, especially Large Medipacks, because any excess health is wasted.
- Keep a reserve handy for boss battles and later parts of a level.



⬢ or **⬢**

The Pause Menu

- This accesses your in-game Pause menu. You can choose from five options:
- Level Statistics shows the Level Name, Time to Complete, Kills, Supplies, Artifacts, and Relics.
- Time information is useful if you're completing Time Trial mode.
- Artifacts and Relics information are useful if you're checking how many there are.
- You can also change all the Display, Calibration, Controls, Camera, Sound, and Cheats option (see your instruction manual for more details).
- You can also Load, Save, or Quit the game.



START

The Inventory Menu

- Press **SELECT** to check your in-game inventory. There are two menus: Gear and Items.
- Gear shows your weapons and health.
- Items shows the Keys, Journal, and any other one-use items you have.
- Check these inventories for clues or confirmation of your tasks during a level.



SELECT, **⬢** to cycle gear, **⬢** to switch to items

Idle Hands

- Leave Lara standing for a few moments, and she begins to idle.
- Animations include stretching, tying her shoes, and expressions of impatience.



MOVING OBJECTS

Grabbing an Object

- Press **▲** to grab an object that Lara can move. Press **▲** again and she releases her grip.
- Only certain, crate-like objects can be moved.
- You can then drag, pull, or turn the object. It is easiest to pull an object.
- Also try using the camera (**R3**) to maneuver Lara while she is pushing or pulling in a straight line with **L3**.
- Look left, right, down, and up for obstacles preventing you from moving an object.



▲, then **L3** to move



Interacting with a Switch/Lever

- Move to any lever and press **▲** to pull it.
- Some levers require your weight to hang from them; stay on the lever at this point.
- Some levers revert to their original position after a length of time. Others don't.



▲

LEDGE HANGING

Grabbing a Ledge

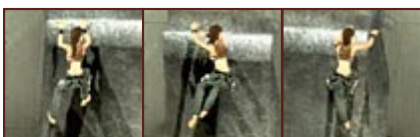
- Lara automatically grabs a ledge lip after reaching out for it.
- You can grab ledges after a running jump.
- Ledges can also be grabbed if you fall vertically, and face the ledge.



(automatic)

Shimmying

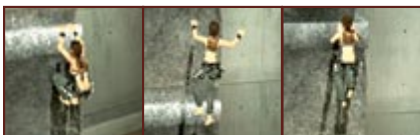
- When you grab a ledge lip, you hang from it. You can do this indefinitely.
- To maneuver left or right along a ledge, maneuver using **L3**.
- Maneuver faster by pressing **▲** repeatedly. This is useful for completing a level quickly.



L3 (+ **▲**)

Vaulting

- This allows you to leap straight up, while hanging from a ledge.
- You move from this position only if there's another ledge lip directly above you.
- You shift position horizontally if you don't quite reach the ledge above you.



× while hanging

Handstand

- Lara performs a graceful handstand.
- This works only if you're hanging from a flat edge where there's enough room to perform this.



× (hold), while hanging

Lateral Jump

- Move sideways until you reach the edge of the ledge lip you're shimmying across.
- Keep tilting **L3**. Lara looks in the corresponding direction.

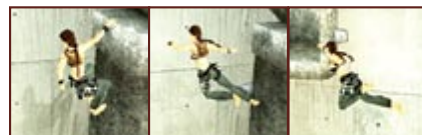


L3, then **×**

- Press **×** while she's in this position, and she leaps horizontally, grabbing the next section of ledge lip.

Turn and Jump

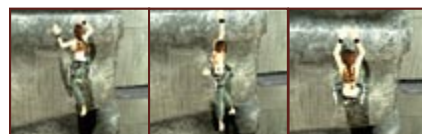
- When Lara is positioned behind an area you want to leap to, tilt **L3** back.
- She turns around and looks back. Now jump.
- This is useful for grabbing ledges directly behind you. Make sure she looks first!



L3 (hold), then **×**

Recover and Grab

- If you undershoot a ledge or bar, or the object is far away, Lara grabs it with one hand.
- As soon as that occurs, press **▲** for Lara to reach and grab it with both hands.
- If you don't grab the object, Lara falls from it.



▲ after long jump and grab

Let Go

- While hanging from a ledge, ladder, pole, rope, or grapple, press **●** to fall.
- Make sure your drop isn't too long, or you'll suffer damage, or worse.
- Check with the camera to be sure a platform is directly below you.

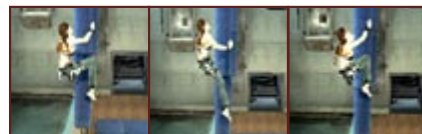


●

LADDERS, FIXED ROPES, AND VERTICAL POLES

Ascend Ladder, Rope, or Pole

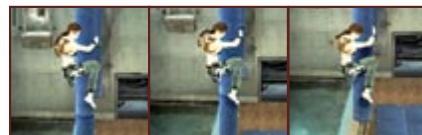
- Climb any vertical object using **L3**.
- During the climb, optionally tap **▲** repeatedly to quicken your pace.
- This is useful for gaining extra height before you jump.



L3 (and **▲**)

Descend Ladder, Rope, or Pole

- Descend any vertical object using **L3**.
- To jump back off ladders, press **×**.
- To regrab once you've dropped off, have Manual Grab switched off. Release **R2** to let go and press it again to reattach.



L3 (and **▲**)



Rope or Vertical Pole: Rotate

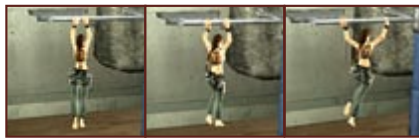
- If you're hanging or clutching either of these objects, you can rotate around it.
- Use **[R3]** to change the camera after the rotation.
- This enables you to turn and jump.
- Usually, this is unnecessary; simply press **X** in the direction you wish to leap off, and Lara jumps through the object you're holding onto. This is much quicker than rotating.
- However, rotating is excellent for turning on a rope before you swing in a different direction.



[R3] while on object

Horizontal Pole: Move Sideways

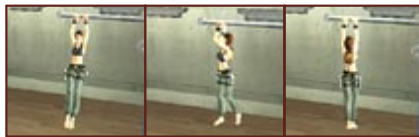
- When you're hanging from a horizontal pole, move left and right with **[L3]**.
- You must be stationary before you can start the move.
- This is used only rarely, to reposition yourself so you're directly in the path of a ledge or object you need to leap to.



[L3] (while hanging from pole)

Horizontal Pole: Change Direction

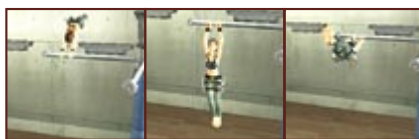
- Stop while swinging on a pole, then turn using **[L3]**.
- This allows you to swing back to a previously explored area, or swing in the opposite direction.
- Swing and press **▲** repeatedly, and Lara performs some impressive flips.



[L3] (and **▲**)

Horizontal Pole: Swing

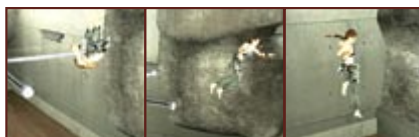
- When on a pole, hold **[L3]** and Lara swings around it.
- This is useful only if you're unsure where the next ledge you need to leap to is.
- Usually, you should grab a pole and immediately jump from it, without completing a single swing.



[L3] (hold)

Horizontal Pole: Jump

- Lara jumps after she is hanging vertically from this type of pole.
- Do this before Lara completes a revolution to save time.



[L3] (hold), then **X**

SWIMMING

Jumping into Water

- Lara simply jumps into a body of water if you just jump in.
- This is easy to do, and you stay on the surface.
- This is useful if you don't wish to swim underwater.



X

The Swan Dive

- Lara performs an impressive and graceful swan dive.
- This can be done over water or land (providing the drop isn't too great).
- If Lara swan dives over land, she finishes with a forward roll.
- The timing is crucial; press **X** while running, then immediately **●**.
- This is useful if you want to dive into a body of water rather than remaining on the surface.



[L3] forward, + **X** then **●**

Swimming

- Simply move in the direction you wish to go.
- Tap **▲** in time with your swimming strokes to go faster.
- Lara executes the breast stroke underwater, and the front crawl on the surface.
- Surface swimming is less dangerous, as you don't run out of air.



[L3] (and **▲**)

Underwater Diving

- Dive from the surface, or underwater, and increase the depth you swim to.
- Continue to dive after a swan dive by pressing **●** when you take the plunge.
- As you dive underwater, Lara's water meter begins to fall.
- When it empties, she begins to drown; surface immediately.
- Diving is the only way to reach hidden underwater areas.



● (in water; tap or hold)

Surfacing

- Tap or hold **X** when you want to surface, optionally tilting **[L3]** up too.
- Begin to surface if your air supply is half full or less.
- If you're not at least halfway to your target when the meter gets to half, backtrack and refill your lungs.

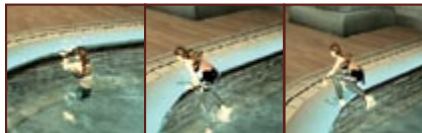


X (in water; tap or hold)



Exiting Water

- Lara exits the water automatically if the ground is within reach.
- She can also automatically clamber onto rafts.
- Some surfaces may look within reach, but they are not. If she doesn't automatically exit after a few tries, you cannot reach this surface.

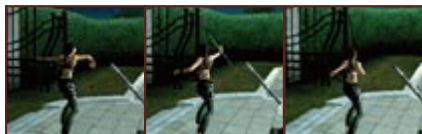


[L3]

GRAPPLING AND ROPE MANEUVERS

Throwing the Grapple

- Throw your grapple with X. It either retracts after the throw, or hooks to an object.
- Most objects that can be hooked are rings. Look for them on walls and ceilings, or on the sides of objects you can rotate.
- You can move around the object while still attached to it. Press ■ again to detach.
- You can pull an object with ▲.
- You can wall run on an object you've grappled.
- Any object you can grapple shows up blue if you manually aim at it.
- You don't need to be facing the object to grapple it.



■

Pulling a Grappled Object

- When you've grappled an object, press ▲ repeatedly to pull it.
- This usually allows you to move objects you can't reach or push.
- It also rotates some objects.
- You can move during this process, but not too far from the object, or the grapple retracts.



■, then ▲ (repeatedly)

Grapple/Rope Swing

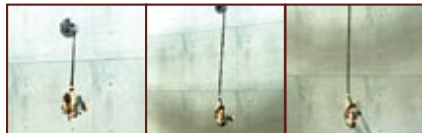
- If you grapple a ceiling ring, you can swing and dangle from it.
- Push [L3] back and forth to gain momentum, then X to jump, or ● to fall.
- This is useful for clearing large gaps.



■, then [L3]

Grapple Retract or Extend (While Hanging)

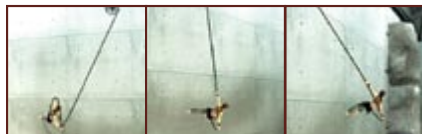
- When you're dangling from a grapple ring, or on a wall, stop swinging.
- Then press ▲ to either run up or down the wall, or retract or extend the rope.
- This is useful for gaining or losing additional height before you swing or wall run.



X, then ▲

Wall Run

- You usually jump from a ledge, throw out your grapple, and begin a swing.
- If the ring is on a side wall, you'll run back and forth along the wall.
- Moving back and forth increases your speed.
- Usually, you can jump at the opposite end of the wall to a ledge or platform you need to reach.

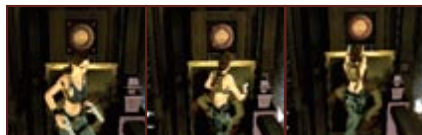


X, then [L3] (while on wall)

GUNPLAY

Lock On

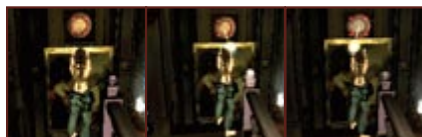
- Lara draws and aims the weapon you have selected.
- Let go of [L1] and Lara holsters the weapon.
- The camera tracks the object you are aiming at.
- Gray targets are too far to hit. Red targets can be struck.
- Targets can be living, or inanimate, such as wall switches.



[L1]

Lock On and Fire

- Press [R1] to open fire. If you aren't holding [L1], Lara brings out a weapon, fires, then holsters it.
- Hold down [R1] to continuously fire automatic weapons.
- Fire all other weapons by constantly tapping [R1].
- Reload with ▲ if necessary.
- Switch targets using [R3].



([L1]) and [R1]

Change Weapon

- Pressing ← or → cycles through your available weapons.
- To continuously fire, change weapons instead of reloading.
- You must reload when you reselect a weapon you already expended a chamber of ammunition with.



← or →

PREPARATION FOR TOMB RAIDING

Manual Aim

- Press **[R3]** to engage manual aim.
- You cannot run while in this mode, so don't use it in combat with enemies.
- Instead, use it to aim at distant targets, or to check areas out.
- Your target changes color. Gray indicates nothing is available to be shot at.
- Red targets indicate something to fire at, and blue indicates something that can be grappled.
- Manual aim is useful when you're locating a grapple ring.



[R3] (press)

Lock On and Jump

- This allows you to jump over a foe in any direction.
- It also allows you to jump up and down stairs a little more quickly.
- Dodging targets keeps you from being harmed during combat.
- You can fire with **[R1]** during parts of a jump.
- This is an evasive maneuver.



[L1] and **X**

Lock On and Dive

- This allows you to dive around or above a foe in any direction.
- It is slightly preferable to the lock on and jump move because you have more firing opportunities.
- It also allows you to execute a focused attack.
- Dodging targets keeps you from being harmed during combat.
- You can fire with **[R1]** during parts of a dive.
- This is an evasive maneuver.



[L1] and **●**

Focused Attack

- Shoot a foe until it becomes enraged, and an oval pulse emanates from its head.
- Now continuously move in a straight line, in any direction.
- When the action slows, immediately press **●** to dive.
- Make sure that you maintain lock-on throughout the attack, or it won't work.
- During the dive, your target crosshairs slowly combine over a foe's head.
- When the crosshairs turn red, shoot!
- This defeats a target with a single shot, or wounds a boss creature severely.
- Make sure you have ample running room before trying this.



[L3] (one direction), then **●**

Break Free

- If you are caught and held by an enemy, quickly shake **[L3]** and **[R3]** to break free.
- If you don't, you are subject to much more damage.



[L3] and **[R3]** (shake)

Recover From Shunt

- Some animals can knock you sprawling; press **X** when this occurs.
- Instead of falling down (leading to more damage and becoming prone), you flip.
- After the flip you regain your balance; react with gunfire.
- If you don't recover, you're subject to much more damage.



X (after shunt)

ACTION EVENTS

The Event, Success, and Failure



X, **▲**, **●**, **■**, or **[R1]** (varies)

- At various times, you'll be instructed onscreen to perform a button press.
- The button press always refers to an action you'd normally make.
- For example, if you're instructed to press **[R1]**, you'll be firing your weapon.
- Press the button immediately. You succeed, and either move to the next part of the event, or complete it.
- Failure results in your demise, in a variety of unpleasant scenarios!

PART 2: ALLIES AND ADVERSARIES

This section lists the biographies of the major players you encounter on your travels. For information on animals or specific takedown tactics, consult the walkthrough.

LARA CROFT

Lara Croft is an adventurer, world traveler, and archaeologist who seeks out tombs and relics, fuelled by an obsession to uncover the secrets of the great, ancient civilizations. She will stop at nothing to get what she wants.



LARSON

A former United States Marine lieutenant with seven years Special Ops experience, Larson was given a dishonorable discharge after a violent disagreement with his commanding officer—the nature of which was never made public. Following his release from military prison, Larson put his military experience to good use, forging an admirable reputation with private mercenary forces around the world. Recently he has taken a contract with Natla Technologies, and that has brought him face to face with an old adversary from his past: Lara Croft.



JEROME "THE KID" JOHNSON

The Kid was small-time gang leader in Los Angeles until his crew tried to carjack Jacqueline Natla's limousine. Natla's bodyguard, Kin Kade, eliminated the entire gang but spared the Kid at his employer's request. Natla needed a contact in the West Coast criminal underground and the fast-talking Kid fit the job description. The Kid holds a grudge against Kin Kade for the murder of his blood brothers, but he's just smart enough not to act on any retaliatory impulses.



"KOLD" KIN KADE

Kin Kade is Jacqueline Natla's bodyguard. It is difficult to know what hold she has over him, because he is a brutal and vicious a killer, as his criminal record shows. Kin Kade spent 15 years in jail after being apprehended by police in the middle of a vicious and disturbingly elaborate murder. He earned the name "Kold" in prison, where his sociopathic behavior and the unexplained deaths of several cellmates resulted in him spending most of his term in solitary confinement. Despite all this, his tenure in lock-up only seems to have refined his innate talents. Over fervent protests from the prison psychiatrist, he was released on parole into the custody of Jacqueline Natla.



PIERRE DUPONT

Pierre is one of Lara's archaeological rivals. In the history of the field, nobody has chased the spotlight more than him. Publicly, he has been credited with several high-profile archaeological discoveries, yet like Lara, he has been accused of tampering with the sites before informing others of his finds. Though he bills himself as the consummate archaeologist, among rich collectors he is known for what he is: a treasure hunter who is adept at finding what people want—for the right price. Pierre is good at what he does, but in the end he raids tombs for profit, not for any real love of the mysteries of the past.



WINSTON THE BUTLER

Winston's family has been with the Crofts for generations, and he has been the family butler since he was honorably discharged from the military in his late-twenties; just as his father before him. He moved into Croft Manor to stay as the only live-in staff when his wife died, before Lara was born. He tends to all Lara's household needs, going far beyond the duties of a traditional butler given Lara's unusual lifestyle and pursuits, but he has never disappointed her. His loyalty to Lara, her parents, and Croft Manor is beyond question.



JACQUELINE NATLA

Owner and CEO of Natla Technologies, one of the world's largest electronic companies, Natla holds several key computer hardware patents, and her research and development department is one of the industry's most secretive and prolific innovators. Little is known about Miss Natla's private life other than she never gives interviews and rarely makes public appearances. Colleagues and business rivals alike say she is intimidatingly intelligent and a demanding perfectionist.



FLESH DOPPELGANGER

A hideous creature with no skin, the doppelganger mysteriously shares the exact physical characteristics of Lara Croft. Possessing only the most basic primal instincts, the creature mimics the actions of its adversaries. Lacking conscience, reason, and any kind of soul, the doppelganger is both very dangerous and quite vulnerable.



RICHARD CROFT

Lord Richard Croft, Lara's father, was tutored at Eton in anthropology and archaeology. With the Croft family's considerable wealth behind him, Richard spent his younger years mounting innumerable expeditions to historical sites worldwide in an effort to support his unconventional hypothesis of a base culture that predated known history. Richard and his wife, Lady Amelia DeMornay, had Lara a year after marrying. Nine years later, after Amelia disappeared in a plane crash, Richard sank further and further into obsession, consumed with discovering what had become of her. A few years later, he died while on a dig in Cambodia.



PART 3: WEAPONRY AND ITEMS

Here you'll learn about the necessary weaponry you'll take or locate during your adventure, as well as the variety of other items you uncover on your journeys across the globe.

WEAPON DAMAGE OVERVIEW

Various pieces of ordnance help you defeat the enemies you encounter, and it is important to remember how damaging each weapon it is, along with how hardy each foe is. Consult the chart

below to discover how many bullets for each weapon it takes to defeat each particular enemy. For further information, consult the appropriate section of the walkthrough.

Weapon Damage Table

Entity (Total Health)	Dual Pistols	Shotgun	50 Caliber Pistols	Mini SMG
Giant Bat (60)	2	2	1	2
Wolf (400)	9	12	5	10
Bear (1,000)	23	28	12	25
Raptor (1,000)	23	28	12	25
Lion (650)	15	19	8	17
Large Rat (50)	2	2	1	2
Gorilla (1,000)	23	28	12	25
Crocodile (800)	18	23	10	20
Panther (750)	17	21	9	19
Cat Mummy (900)	20	25	11	23
Centaur Mummy (1,000)	23	28	12	25
Winged Demon (800)	18	23	10	20
Cat Flesh Mummy (900)	20	25	11	23

NOTE

The Golden Shotgun and Silver SMGs are secret weapons, available only after you meet certain criteria. Precise information is contained in the Additional Materials section. The Golden Shotgun is a one skill kill, and the Silver SMG scores 80 damage per shot.

DUAL PISTOLS

Magazine Size: 40

Maximum

Ammunition: Infinite

Item Ammo Refill: N/A

Level Located: Available from start

Damage per Shot: 45



Notes:

- + Infinite ammunition
- + Good rate of fire
- + Accurate
- Limited damage
- Unimpressive range

SHOTGUN

Magazine Size: 8

Maximum

Ammunition: 48

Item Ammo Refill: 5

Level Located: Peru: The Lost Valley

Damage per Shot: 36



Notes:

- + Extremely damaging
- + Excellent at close quarters
- Very frequent reloading
- Reloading takes time
- Very short range

50 CALIBER PISTOL

Magazine Size: 30

Maximum

Ammunition: 630

Item Ammo Refill: 30

Level Located: Greece: The Coliseum

Damage per Shot: 85



Notes:

- + Longer range than pistols
- + Good rate of fire
- + Accurate
- Limited ammunition
- Ammunition must be conserved

DUAL MINI SMGS

Magazine Size: 50

Maximum

Ammunition: 650

Item Ammo Refill: 30

Level Located: Egypt: The Sanctuary of the Scion

Damage per Shot: 40



Notes:

- + Powerful and excellent rate of fire
- + Automatic; hold **RT** to "fire and forget"
- + Great to use against larger entities
- Range isn't huge
- Bullets are used extremely quickly

TIP

- **Remember to reload your weapon after each fight, using ▲, so you don't have to reload during a fight. This is particularly important if you're using the shotgun.**
- **Also remember to check the maximum capacity for each weapon. If, for example, you don't use your shotgun, you won't be able to collect more than a few shotgun ammunition boxes on your travels, so use this weapon if this occurs.**

MEDIPACKS

Dotted throughout your travels you'll find two types of health kits, known as "Medipacks."

There are Large and Small Medipacks. Small Medipacks refill a quarter of your health. Large Medipacks refill all your health.



TIP

Before you heal, check your available Medipacks, and remember that when you use a Medipack, any unneeded health is wasted. So, if you have half health and use a Large Medipack, you waste half of that Medipack's value. Use Medipacks judiciously!

ARTIFACTS AND RELICS

Throughout your adventure, you can secure Artifacts and Relics from cunning cubbyholes or out-of-the-way ledges. Each chapter's Artifacts have the same shape, while Relics are unique. You can locate more than 40 Artifacts and eight Relics. Gathering these helps unlock the various rewards, which are shown in that part of the main menu. Check the walkthrough, and the Additional Materials chapter for all the information you need to find these treasures.

OTHER ITEMS

Throughout the adventure, you come across single-use items such as keys, cogs, or trinkets that help solve a puzzle. They have no other value apart from helping your progress.



PART 4: TOP TACTICS

The following information is designed to help your progress:

1. **Circle Strafing:** When you're attacking a foe, circling around it is always the best policy. Foes usually run in straight lines, and this tactic keeps them from charging. Execute dives and jumps as well as circling to ensure that you evade and defeat your foe with minimal health loss.
2. **Multiple Foe Combat:** When you're fighting more than one foe, and a foe roars or yells, switch targets and fight the other creature. A roaring or shouting creature is almost invincible, save for a head shot.
3. **Perfect the Focused Attack:** Attack your nearest charging foe at once, firing at it until it is enraged, then perform a focused attack. This usually defeats a foe in one shot, saving ammunition and time.
4. **Use Movable Objects:** If you become stuck in a puzzle or section, a movable object is always the solution. It may also allow you to reach hidden areas, where Artifacts or Relics are found.
5. **Collect Artifacts and Relics:** Try to grab all of these when you can. Or, replay the level once you complete it (it is now accessible as a stand-alone adventure), and collect the remaining treasures.
6. **Check for Triggers:** Most traps or puzzles rely on one or more of the following: a pressure switch on a floor or wall you fire at, stand on, or drag an object onto; a switch or lever on a wall to pull or dangle from; a scripted trigger, usually a cutscene leading you to the next event; a crack or weakened structure to grapple or shoot.
7. **Check It Out:** Make sure you look all around you: left, right, up, and down. An object or treasure may not be immediately obvious.
8. **Save:** Numerous Checkpoints record your progress, and you return there if you get defeated. However, when you're trying some dangerous or difficult maneuvers, save after each one, so you can optionally reload from that exact point.
9. **Time Trial Mode:** When you complete a level, you can choose the Replay Level option in the main menu. Cycle through the difficulty levels until you reach Time Trial. You are now given a time to complete the level in. Check the walkthrough for helpful hints to the quickest routes.
10. **Use This Guide!:** Although this may seem obvious, all of the best tactics for tackling every aspect of the game are included in this tome! Check the section you're having trouble with, and you'll find the solution. Happy adventuring, Miss Croft!



A promotional image for the Tomb Raider series. Lara Croft is the central figure, shown from the waist up, holding a silver handgun in her right hand. She is wearing her signature blue tank top, a brown leather harness, and a braided ponytail. Behind her is a large, ornate golden mechanical wheel with various symbols and a central circular mechanism. The background is dark with golden light rays emanating from behind the wheel. The word "WALKTHROUGH" is written in a large, stylized, metallic font across the middle of the image.

WALKTHROUGH

INITIAL ADVENTURE BRIEFING

HOW TO USE THIS WALKTHROUGH

Greetings, Miss Croft! This walkthrough has been designed specifically for the adventurous tomb raider in mind, and the bulk of this tome is devoted to helping you every step of the way throughout Croft Manor, Peru, Greece, Egypt, and the Lost City. Here's what to look for, and how to read this walkthrough:

1. **Left Tab:** This states the current "World" you are adventuring in, in this case, Peru.
2. **Stage name:** Your current stage is listed here.
3. **Tasks:** In the upper right corner is the current task you are undertaking. The name of the task is shown, along with the next two tasks to come underneath. Find the task within the adventure you need, and locate that specific page.
4. **Notes, Tips, and Cautions:** Whenever it is necessary to inform you of additional information (Notes), additional or cunning tactics (Tips) or problems to watch out for (Cautions), these are duly noted.



1

PERU

Once under the arch, leap across to another snowy ledge. Ahead of you are a gap and a small grotto with a glowing object inside. Execute a slide and jump, slipping down the slope at the edge of the snowy ledge, then jump at the last moment (picture #1). Haul yourself up and into the grotto, then stoop to pick up your first treasured Artifact.

5

NEW MANEUVER

Slide and Jump: Pick Up Object:

× (at end of slide) ▲

6

You obtained the Artifact! (1 of 3)

Once you've taken the Artifact, line yourself up diagonally at the grotto exit, overlooking the stone wall and pathway below. Ignore the ledge opposite; just leap across and land on the snowy flat area leading to the next cavern.

TASK & CLIMB TO YOUR SECOND ARTIFACT

ASSAULT AND BATTERY

Run forward and bring out the double pistols you've yet to use; movement along the cavern ceiling ahead indicates the presence of three giant bats! Lock on (so the target turns red), and fire at them while backing up until all three bats are defeated.

NEW MANEUVER 5

Manual Aim (and Fire): **Lock On and Forward:**

(R) (press In) + (R); (L) (hold),
press (L) to cancel then (L) + ↑ + ×

Lock On and Jump Backward: **Lock On and Jump Left:**

(L) (hold), (L) (hold),
then (L) + ++ + × then (L) + ++ + ×

Lock On and Jump Right: **Lock On and Dive Forward:**

(L) (hold), (L) (hold),
then (L) + ++ + × then (L) + ++ + ●

Lock On and Dive Backward: **Lock On and Dive Left:**

(L) (hold), (L) (hold),
then (L) + ++ + ● then (L) + ++ + ●

NEW MANEUVER 5

Lock On (and Fire):

(L) + (R)

NEW MANEUVER 4

JUMP

After your bat battle, you may wish to perfect your gunplay arts. In addition to aiming and firing, you can:

- Manually aim at a foe using a stationary, over-the-shoulder view. This is great for precise shots, but not against moving foes or those close by. As with regular lock-ons, fire when your target sights turn red.
- Lock on and jump is useful when avoiding more dangerous foes, or if you want to leap quickly. You can lock on and jump forward, back, or to the left or right sides.
- Lock on and dive is another way to avoid a foe while continuously aiming at it. It isn't quite as maneuverable, and left or right dives are better than forward or back dives, as the latter doesn't allow you to fire your weapon.

NEW MANEUVER 5

Manual Aim (and Fire): **Lock On and Forward:**

(R) (press In) + (R); (L) (hold),
press (L) to cancel then (L) + ↑ + ×

Lock On and Jump Backward: **Lock On and Jump Left:**

(L) (hold), (L) (hold),
then (L) + ++ + × then (L) + ++ + ×

Lock On and Jump Right: **Lock On and Dive Forward:**

(L) (hold), (L) (hold),
then (L) + ++ + × then (L) + ++ + ●

Lock On and Dive Backward: **Lock On and Dive Left:**

(L) (hold), (L) (hold),
then (L) + ++ + ● then (L) + ++ + ●

14

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5. New Maneuvers: Beginning in Peru: Mountain Caves, we note every time you are able to perform a new maneuver, along with the PlayStation 2® button presses. Note that **L3** and **R3** refer to moving the left and right analog sticks, and not pressing them in, unless specifically noted.
6. Item Pick-up Notation: Whenever you see this, it indicates there is an item to pick up. These include the following objects:

Health Medipack

Ammunition for all guns

Guns

Artifacts

Relics

Specific one-use items, such as keys

7. Item Tab: Running down the right side of each page is a picture of each item you receive on the two pages you are looking at, enabling you to quickly locate a particular item you are searching for.
8. Friend or Foe Encounter: The first time you meet an entity, whether friendly or not, a quick reference is made, mentioning takedown tactics if appropriate, and a portrait.
9. Time Trial Tactics: We provide tactics or shortcuts here for playing through this stage in Time Trial mode. Otherwise, the general strategies shown are the quickest route through a stage.



PRIMA OFFICIAL GAME GUIDE

NEW MANEUVER 5
Lock On and Dive Roll

FOR: GIANT BAT 8
The giant bat can seriously impede your progress if you're hanging from a rope or ledge and cannot fight back. Bats swarm at you and rip, causing you to fall or take light damage. They are usually encountered in groups of three. Listen for their chirruping and flapping, watch for movement in the distance, and quickly defeat them before they reach you. Defeat them by backing up and firing your pistols as fast as possible.

TIME TRIAL TACTICS 9
If you're trying to shave seconds off your time, try having your pistols continuously drawn, and jump, you'll execute the flip jump, which is slightly quicker than running and much faster than a normal jump.

6
You obtained the Large Medipack!

Head back to the main cave corridor and head left. Turn left at the corner, bring out your pistols, and defeat another three giant bats. Remember that you can switch targets to aim at the closest one. Then move into the large cavern with a single natural pillar in the middle of it.

MOUNTAIN CAVES 2

NEW MANEUVER 5
Switch Targets (and)

CONQUERING THE ONE-COLUMN CAVERN

Take a moment to check out this complicated cavern; there's a large column in the middle, a grapple hook to the right of it on the ceiling, and something shiny on that upper alcove you can't reach yet. Giant bats are nested there, too. Slide down the slope and land on the ground.

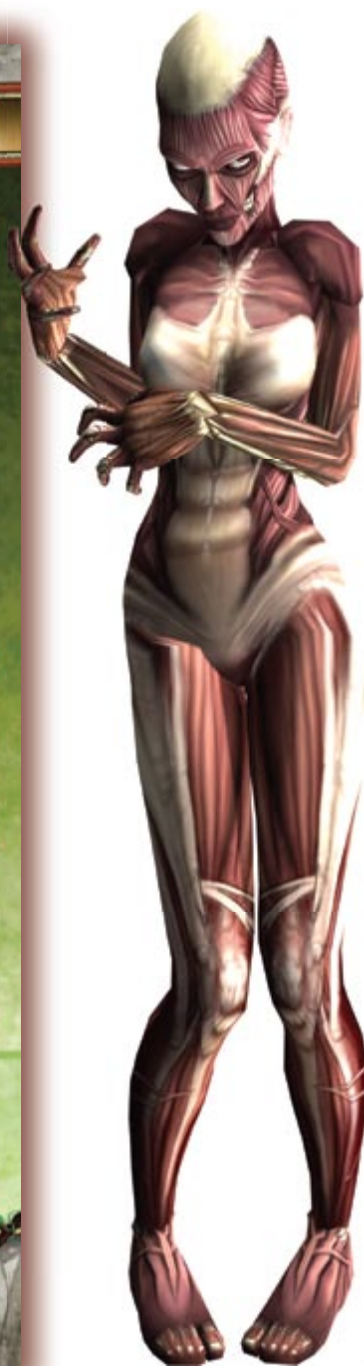
CAUTION 4
If you don't deal with the third flock of giant bats, they play havoc with your swinging and can seriously impede your progress.

Land at the base of the cavern. The reason for ignoring the grapple ring is that you must defeat the giant bats flapping at you. Shoot them all, then inspect the area. There's a small drop and a sealed exit ahead. Move there if you don't want to grab the Artifact.

7

Assuming you want the Artifact, head back to the cavern entrance. Do this by running up the snowy slope, jumping to the jutting rock, then leaping across to a ledge above and on your right (picture #1). Vault up to the small ledge, then up two hanging ledges, and laterally leap left to a long thin ledge. Shimmy left, vault up to another ledge, and shimmy along this ledge (picture #2) to the gap. Laterally jump to the corner ledge and shimmy around, then drop down to the cavern entrance.

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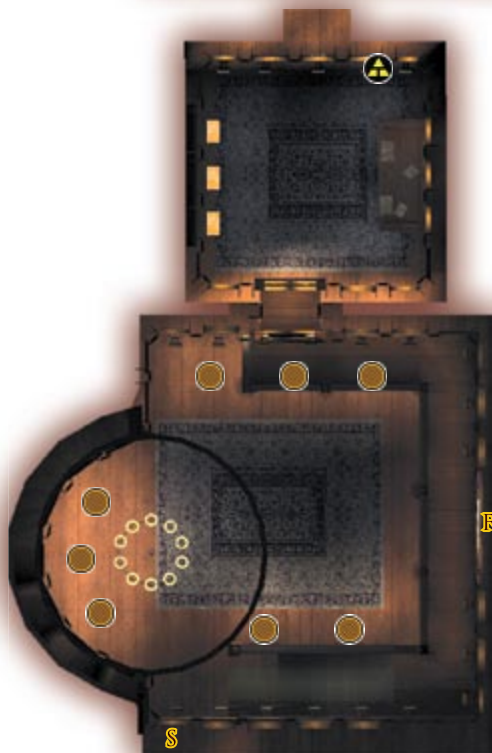
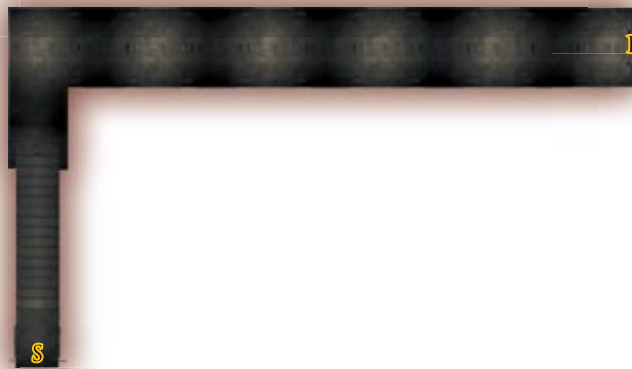
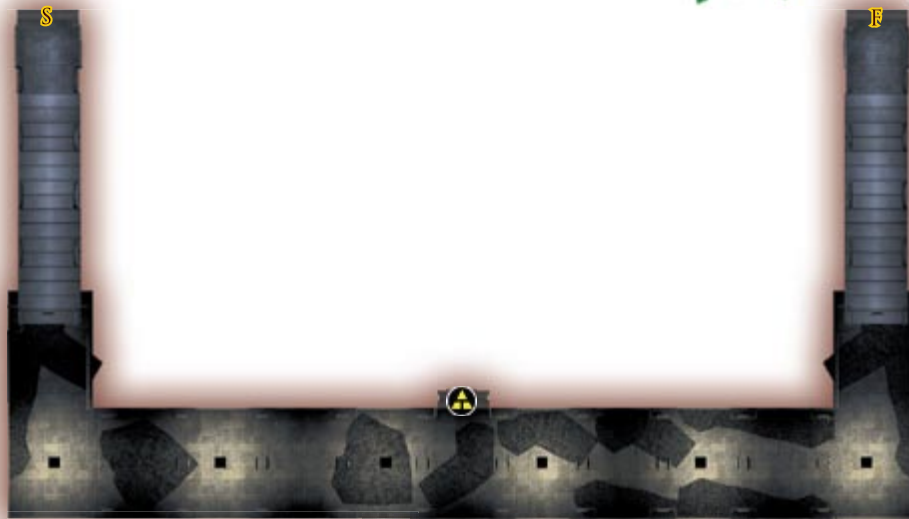


CROFT MANOR

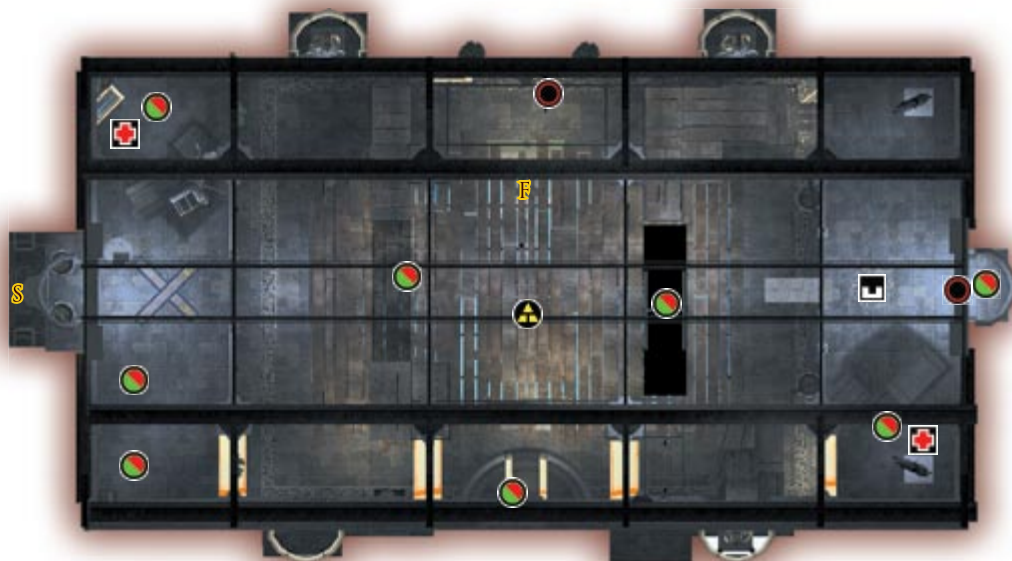
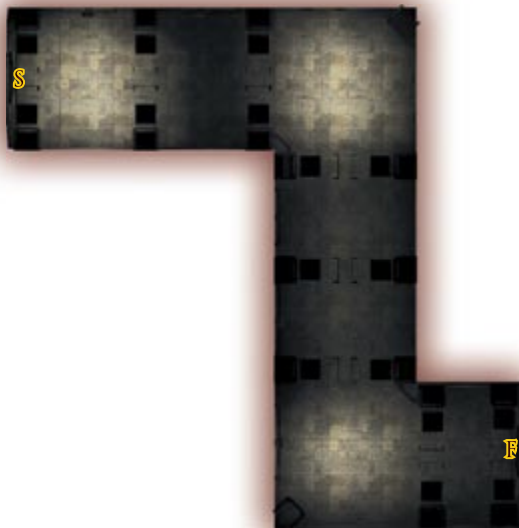
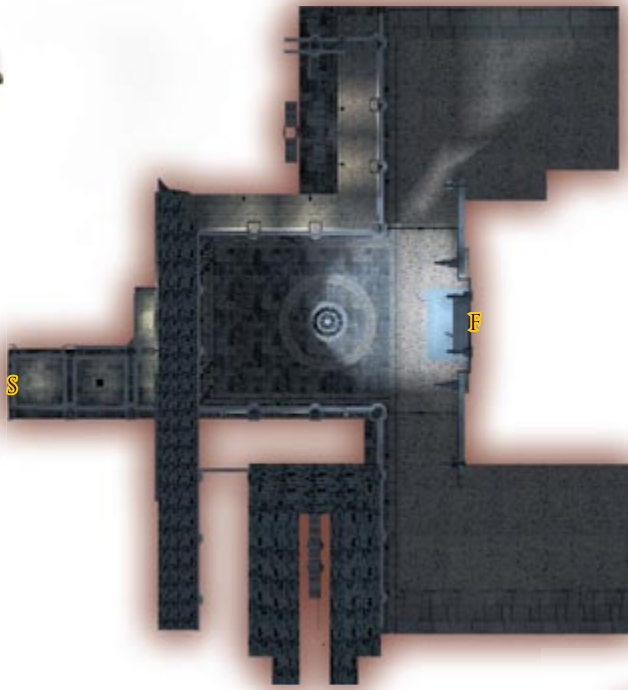
CROFT MANOR: OVERVIEW Welcome home, Lara! Set against the rolling hills of the quaint English countryside, Croft Manor has been in Lara's family for hundreds of years. It seems like the only other resident, Winston the butler, has been with the family almost as long. He pops up from time to time but hasn't really set the place up for habitation. A huge pile of crates from a recent adventure have yet to be unpacked, there's a troublesome problem with the water (there isn't any), and an exhibit chamber is still undergoing restoration! After some initial investigations, it appears that one of the rooms—the music room—is thoroughly sealed. To open it, you'll need to locate some weapons, explore the garden maze, and locate two items you need to insert into a huntsman statue waiting in the middle of the maze. On the way there's ample time to grab eight Elephant Artifacts and view the Relics you've collected on your adventure for Natla. There's even time to change outfits, read snippets from your books, and perhaps listen to some music...if you can work out how to open that door!

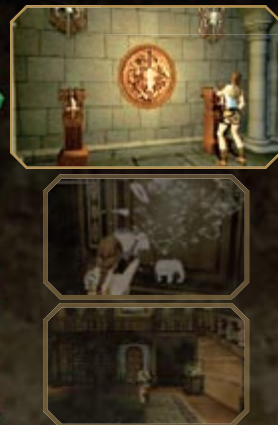
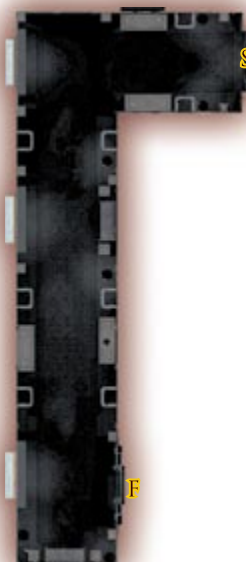
CROFT MANOR



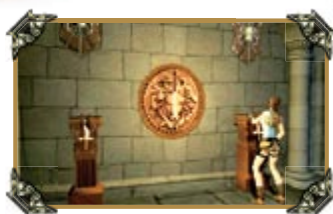


CROFT MANOR

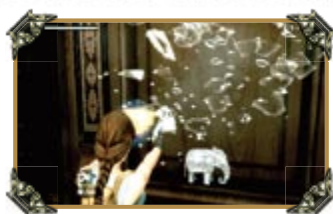




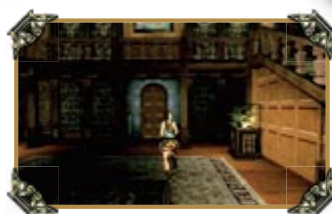
TASKS TO PERFORM



1. Locate Your Journal



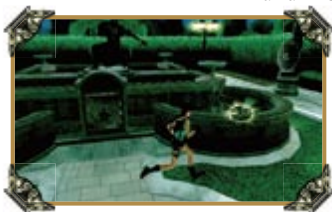
2. Find a Map, Weapon, and First Artifact



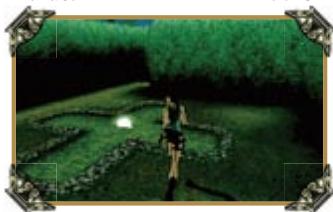
3. Locate the Bucket, Exit the Trophy Room



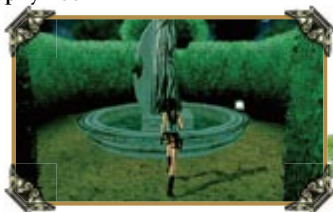
4. Enter the Mansion Maze



5. Journey to the Middle of the Maze



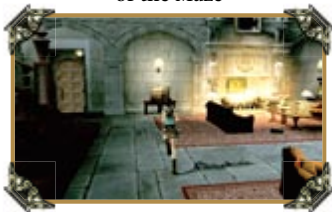
6. Locate the Mansion's Second Artifact



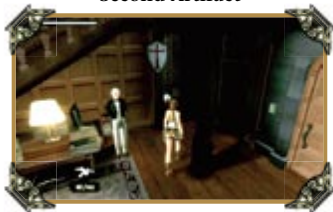
7. Locate the Mansion's Third Artifact



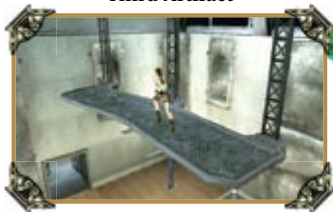
8. Locate the Mansion's Fourth Artifact



9. Return to the Great Hallway



10. Locate the Mansion's Fifth Artifact



11. Workout for the Wrench



12. Locate the Mansion's Sixth Artifact



13. Locate the Mansion's Seventh Artifact



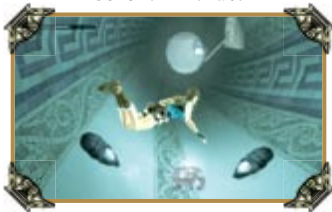
14. Activate the Water Pump



15. Secure the Decorative Arrow



16. Obtain the Decorative Bow



17. Locate the Mansion's Eighth Artifact



18. Secure the Music Box Cylinder



19. Unlock and Enter the Music Room

TASK 1: LOCATE YOUR JOURNAL

CHECKING OUT YOUR NEW GEAR



You arrive from the main door, and read a letter that Winston, your butler, has prepared for you. He mentions that the water has drained, a new shipment of antiquities is here, and the mansion is in slight disarray.

When you've finished the note, there's still some more light reading. Scattered throughout this grand hallway, and the mansion itself, are open books. Read them to remember adventures your father had, or the fate of historical figures of myth and legend.



TIME TRIAL TACTICS

The following route is useful when you're attempting to complete this mansion wander in the fastest time possible. Follow the route as shown, but ignore any Artifact gathering or book reading that takes you away from the main path or slows your progress.

NOTE

If you play through this stage before visiting Peru, you're prompted about learning certain maneuvers. These are covered in the Peru walkthrough, and in detail in the Training section of this guide.



When you've finished reading, run to the side of the room where the shipment is stacked high. On the way, optionally step on the floor tile; this reveals a golden arrow behind a fireproof plaque on the fire. You can't currently reach it.



Something of greater interest is packed atop the crates, so run to the right side of them, jump on the crate covered with the green tarp (picture #1), and begin to leap and ascend the stack of crates on the right side, all the way to the top. Then look left, and laterally jump onto the pole-supported tapestry. Shimmy left, along the top of the woven art.

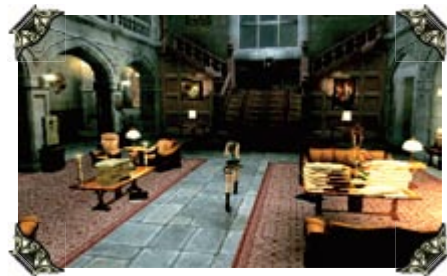
Jump to the corner crate stacked almost to the ceiling, and turn left. Jump the lower crates in the crate stack, and climb up to a partially demolished crate. Pick up a strange gear here.



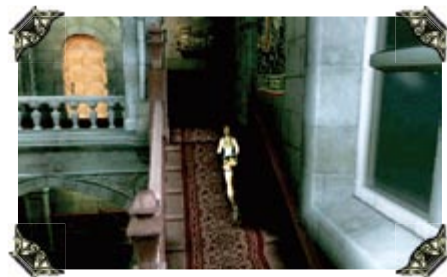
You obtained the sculpture gear!

SOME LIGHT READING

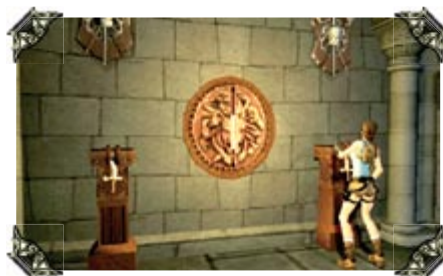
Drop to the lower crates behind you, then dangle from them, and drop to the floor without hurting yourself. Then turn and dash through the middle of the grand hallway, heading for the stairs.



Run up the central staircase, and then take the left stairs to the balcony on this side of the chamber. Pass the first door on your right, at the top of the stairs, run along the balcony, and open the second door.



Step into an L-shaped connecting corridor. There are books to read, but otherwise, sprint through here, passing the moonlit windows, and open the door at the far end on the left.

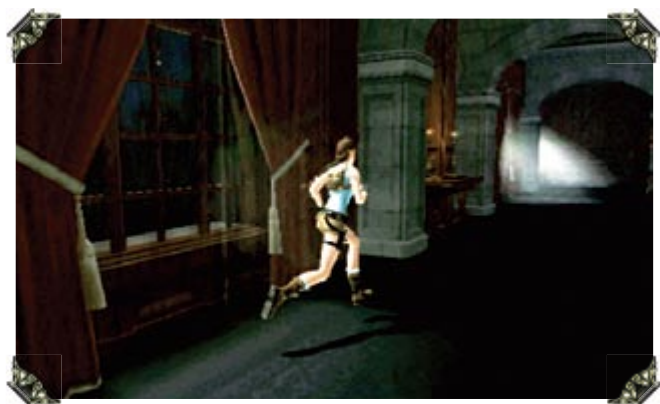


You enter your private quarters. On the wall immediately to your left is a stone medallion of Medusa. On either side is a wooden stand. Tug the levers on both

stands, and the medallion splits open. Claim the journal!



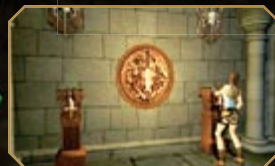
You can optionally stay in your chamber and check out the two side rooms. One of them is a walk-in closet, where you can change into the various outfits you've unlocked. See the Additional Materials section for more information. You can also wander into your bedroom, check out your canopy bed, and read a book. When you've finished looking around, leave the way you came.



Leave your own private sanctuary, and jog down the moonlit connecting corridor, turn right, and open the door that leads back to the balcony overlooking the grand hallway.



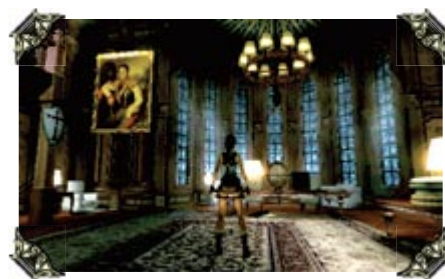
Tasks 1 and 2



TASK 2: FIND A MAP, WEAPON, AND FIRST ARTIEACT

PACK SOME PISTOLS

Run along the stone balcony, but don't descend the stairs yet; instead, open the door on the left, and run into another L-shaped connecting hallway. Turn right, and jog to the end of it. Open the door to the right.



You enter the mansion study. As you close the door, a lock beeps, allowing you to access the hallway from the study, but not the study from the hallway. Step into this

grand place. The chandelier and painting look interesting....

Winston the butler is sometimes standing here, apparently deep in thought. It isn't necessary to talk to him, and he appears from time to time inside the mansion throughout your little investigation.



WINSTON THE BUTLER

A faithful retainer in the Croft family for years, Winston has set the mansion up as best he could for your arrival, but there's still no water, and a whole batch of boxes still need unpacking. However, his loyalty is without question, and this attribute is worth a few depravations.



between the shields of St. George, and take the maze map!



By George, you've got it! Have you noticed that the St. George's shield (the red cross on the white background) is placed near a secret location? Be on the lookout, all over the mansion!



You obtained the maze map!



It isn't necessary to find this maze map, especially because we show the maze in this section! However, it does solve the puzzle of why your father never got lost in the privet!



Run up the staircase to your right, and around the balcony. You can see an Artifact encased in glass on the way, but you can't break the glass...yet!

Run to the end of the walkway, and turn left. Head into the upper library, and inspect the far wall. There's a loose book to the left, and another to the right of a middle bookcase. Pull both books, and the bookcase retracts. Claim the pistols from the wall nook.



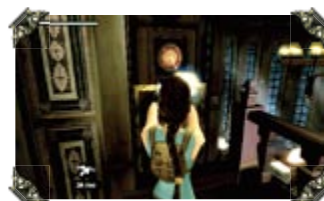
You obtained the dual pistols!

PISTOL SHOOTING

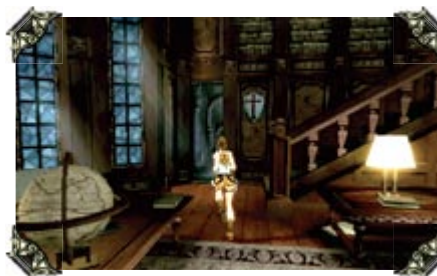
Return to the walkway balcony and run to the Artifact you passed in the small wooden shelf encased in glass. Manually aim at the glass, and shoot it. Then claim the Artifact.



You obtained the Artifact! (1 of 8)



Now to find something else to shoot! Fortunately, there's a wall switch, but it's hidden behind that large painting of a rather regal-looking ancestor. Jump from the edge of the walkway with no banister, cling to the painting as it descends, and quickly leap back to the walkway, spin around, and shoot (either manually or automatically) the wall switch behind the painting.

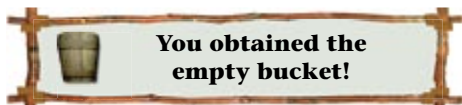
TASK 3: LOCATE THE BUCKET, EXIT THE TROPHY ROOM**BEYOND THE PAIL**

The painting descent is on a timer, and it slides back into place, so don't take too long aiming. With the switch activated, a section of paneling opens

below you, at the foot of the walkway, left of the St. George shield. Run and enter the gap.



left is a shelf. Take the empty bucket from here.



GNOMON, NO LESS

It obviously needs to be filled with something. For now though, jump over the boxes, run to the far end of the passage, and climb a second flight of stone steps. At the top, press the switch on the left wall. A secret panel slides back.



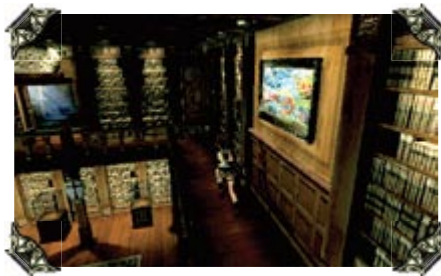
This leads into another wood-paneled chamber: the trophy room! If you have a little time to spare, you can investigate the eight glass cases. Behind each bulletproof glass

case is a fabled Relic! Look and read about each Relic if you wish.



NOTE

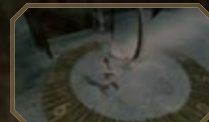
Or, the cases may be completely empty! The cases contain only the Relics you have taken during your adventure. There are eight Relics scattered throughout Peru, Greece, Egypt, and Lost City. Consult the rest of this walkthrough, or the Additional Materials section, for their location.



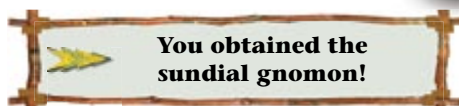
Run up the stairs and around, passing a colorful painting, and entering the doorway at the opposite end of the walkway.



Tasks 3 and 4



Enter a small cataloging room, where manuscripts from different eras lie scattered, or behind glass. Of particular interest is a small metal arrow-like object used to pinpoint shadows. Shoot the glass, and claim it. This is a sundial gnomon.



Descend the stairs and run to the doorway with the flashing lock to the left of it. Press the button to activate the door, and step through, into a connecting corridor.



TASK 4: ENTER THE MANSION MAZE

LOCATE THE MAZE ENTRANCE

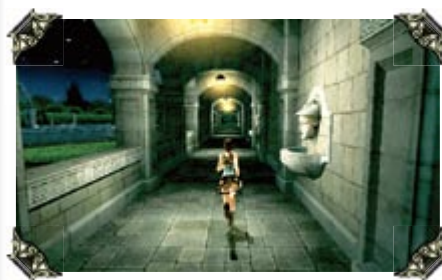


Step into the connecting corridor, running past a particularly impressive stone tablet with the Eye of Horus inscribed on it, turn right, and exit onto a stone balcony.

This balcony overlooks the great hallway where you began your mansion investigation. Turn immediately right, and head down the staircase to the huge fireplace area below.



Instead of moving to the fire, turn right at the bottom of the stairs, and locate this exit door, under the left balcony, past a potted plant on the left and a woman's portrait on the right.



Enter the door, descend some stone steps, and turn right. Run to the far end of a long corridor, open another door, and head out to the garden terrace. Turn right

and jog past the empty fountains on the mansion wall.

SUNDIAL PUZZLE: WHAT TIME IS IT?

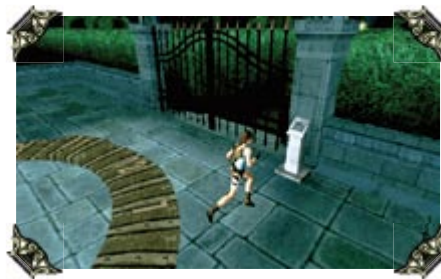
Continue along the stone terrace until you reach a gap in the outer wall. Run down this terrace exit, and step into a large paved area with a giant metal sundial. The maze gates are just beyond.



Run to the six o'clock mark of the sundial. There's a circular depression at your feet. Produce the sundial gnomon and insert it into the depression. The sundial's pointer releases.



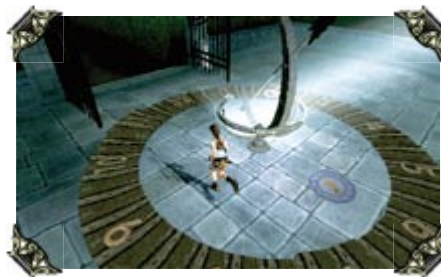
Optionally inspect the small pedestal to the right of the locked maze gates. It reads, "Garden Hours: 11:00 AM to 7:00 PM." Perhaps turning the sundial is the key?



It is, but you must read the pedestal clue carefully: "11 to 7." There are three numbers here: 11, 2, and 7! Rotate the sundial until it points to the 11 on the clock, and your

controller rumbles. Then rotate it to the 2, and then the 7. The rumbling is your clue here.

When you succeed, the 11, 2, and 7 numbers rise slightly from the clock face. When all three are clicked into place, a shaft of light descends into the sundial, and the gates open!



TASK 5: JOURNEY TO THE MIDDLE OF THE MAZE

THE PREFERRED ROUTE THROUGH THE PRIVET



The map you found earlier in the mansion study, or the map provided here, is invaluable in allowing you to maneuver through this maze without getting lost. Otherwise, consult the turn-by-turn directions below:

Enter the maze, and run to the gates beyond. They are firmly shut, and you must negotiate the tall privet hedges to reach your goal; an object on the other side. Turn right and follow the path to an area with a statue in it. Take the diagonally opposite exit, head toward the hedge in front of you, and turn right. Take the first left and follow the winding path to an open area with a narrow lawn. Head through and follow the path, take the first left, and immediately turn left again.





Follow the pathway to the large arch on the left and go through it.



If you get lost during this maze maneuvering, look at the various statues, arches, and railings and check them against your map to figure out where you are.

GRAPPLING FOR THE EXIT

Run around the fountain, keeping to the stone path, and locate the shining object on the fountain side, near a lever. This is a grapple, and it's a fine addition to your maneuvering repertoire!



You obtained the grapple!



You can test out this device straight away! Throw the grapple at the small plate in the center of the fountain wall, and pull it away. Inside, you can see the mechanism that seems to power a statue of an archer. It is missing a gear. Fortunately, you have the sculpture gear that you located at the beginning of your investigation, on the upper stacked crates in the great hallway. Insert this into the mechanism.

Optionally pull the lever. This doesn't seem to do anything yet, but if you inspect the statue you'll see it's missing a bow and an arrow. Wasn't that an arrow behind the fireplace? For now, though, grapple the exit gate; you don't want to negotiate the maze again!



CROFT MANOR

Tasks 5 and 6

TIME TRIAL TACTICS

From this point, ignore the plan to locate the Artifacts in the maze, and head out of here, back to the great hallway, and to the gymnasium.



Although the following turn-by-turn maneuvers provide the best way to reach the Artifacts, there are also benefits to checking out the map and knowing the maze layout.

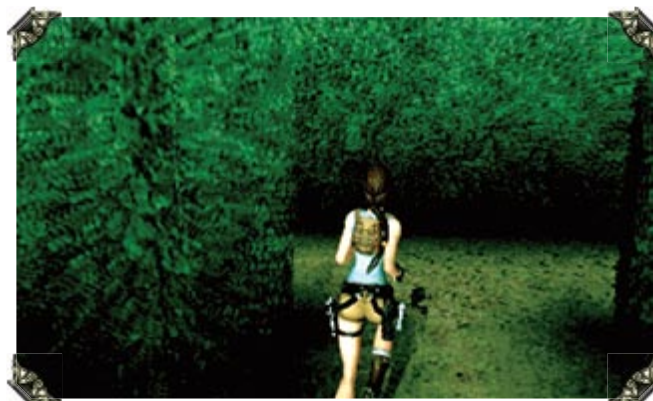


TASK 6: LOCATE THE MANSION'S SECOND ARTIFACT

THE ARTIFACT BY THE GRASS CROSS

Move through the gate you just grappled open, and head down the hedgerow immediately right, or left if you're facing the fountain from the maze entrance.

It's the first corridor you went down. Run to the end of the hedgerow, turn right, and make the first left. There's a fountain ahead, but you turn before you reach the fountain.



At the junction with the tall privet tree to your right, turn left, and left again immediately.



Turn right at the corner, then run all the way down the long privet corridor to the left turn. This leads to a small clearing with a cross in the ground. Stoop to pick up the Artifact inside the cross. Retrace your steps to the middle fountain gates.

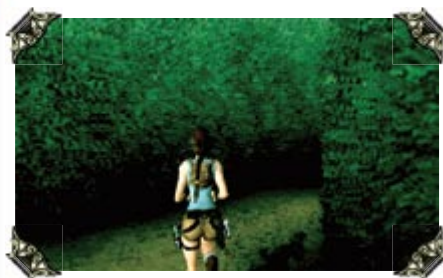


TASK 7: LOCATE THE MANSION'S THIRD ARTIFACT

THE ARTIFACT BY THE ATHENA STATUE

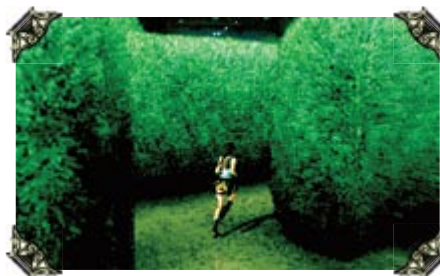


If you're facing the fountain from the gates you grappled, turn and run down the corridor to the right.



Make a left and right turn in this corridor, and continue to the T-junction. Turn right, and immediately right again around the corner.

This path weaves immediately left, right, left, right, and right at the corner, all within a few feet. Then make a right, and emerge into a small courtyard with a grass octagon in it.



Turn left, hugging the left wall, and left again, into the first gap in this hedge wall. Immediately turn right.



Turn left at the corner, and immediately left again in the gap. Run a few feet, then turn right, and enter the clearing with the large Athena statue towering over you. The Artifact is behind her, in the right corner. Retrace your steps to the gate.



TASK 8: LOCATE THE MANSION'S FOURTH ARTIFACT

THE ARTIFACT BY THE PRIVET ARCHES

Return to the central fountain, and run around or over it, to the back of the fountain area. Look for the gap in the center of the hedgerow ahead of you, and enter it, turning right.



Turn left at the corner, and left again at the junction, and you'll find yourself in a small courtyard with privet arches above you, and a stone area of grass with the Artifact waiting for you.



You obtained the
Artifact! (4 of 8)

TASK 9: RETURN TO THE GREAT HALLWAY

BACKTRACKING TO A CHOICE OF TASKS

The secrets of the maze have been exhausted, except for that archer without his weaponry. Run through both open gates, and around the sundial. Turn right, and dash along the terrace.



Run down the terrace, turn left, and enter the door to the connecting stone passage. Then sprint along the corridor, turn left, climb up the stairs, and run back to the foot of the main staircase in the great hallway.



NOTE

You now have two choices: you can locate the fifth Artifact, or head to the gymnasium.

TASK 10: LOCATE THE MANSION'S FIFTH ARTIFACT

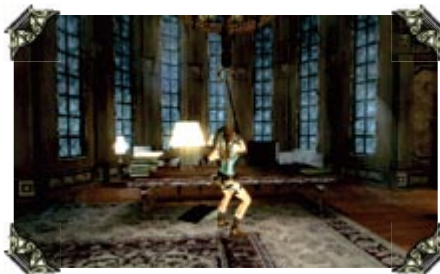
BACKTRACK TO THE STUDY



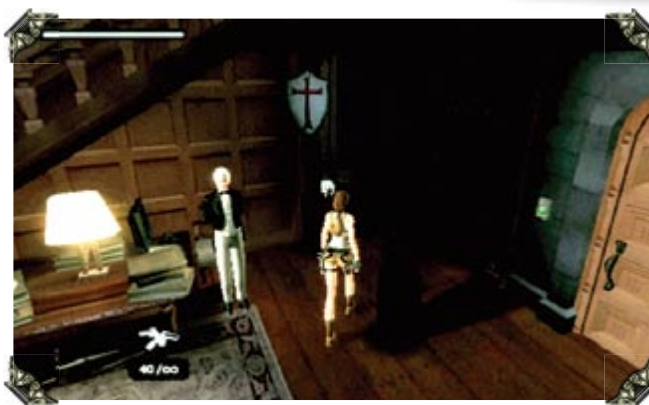
If you chose to secure the next Artifact, turn at the base of the staircase and climb it, turning left again to reach the left stone balcony, and enter the first door.

CROFT MANOR

Tasks 7, 8, 9, and 10



Run to the opposite end of the connecting corridor, and open the study door. Venture inside, toward the chandelier over the ornate desk, and grapple it, pulling the light down.



A bookcase cabinet rumbles open behind you. Move to the alcove under the stairs, to the right of the side desk, and secure another Artifact from in here. Now return to the great hallway.

You obtained the
Artifact! (5 of 8)

NOTE

There's another chandelier in the trophy room, but this one doesn't have a grapple ring at its base. Don't confuse the two chandeliers or rooms!

TASK 11: WORKOUT FOR THE WRENCH

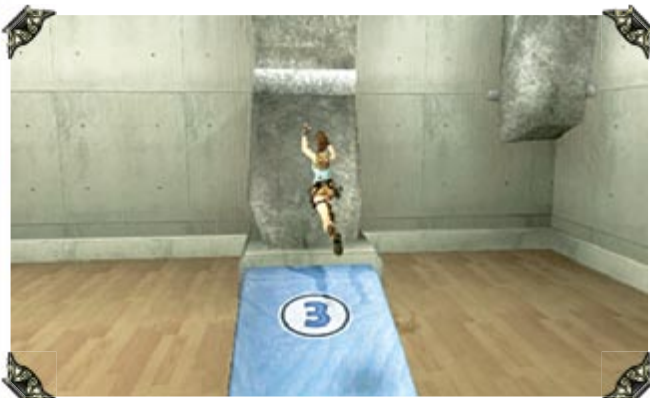
GETTING TO THE GYM

Return to the great hallway, and at the foot of the stairs, make a right, and head for this door in the lower level, just left of the second impressive Eye of Horus tablet. Enter a small connecting stone corridor, and exit into the open-air courtyard with a small central fountain. The gates to the Croft estate on your left and right are locked. Head to the gym straight ahead.

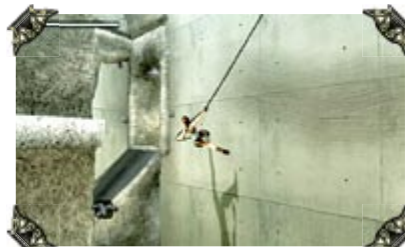


You can practice on different rock wall sections, and try rolling and somersaults, but the lack of water means no swimming is allowed! When you're ready, begin the path to the wrench. It involves maneuvering your gym equipment, as shown below (although you can press the buttons in any order):

ACTIVATING THE FIRST BUTTON



Run toward the far end of the gym, and locate mat #3. Jump from it, and grab the rock wall lip. Vault to a second lip, and shimmy left around the corner. From this point (picture #2), you have two options for reaching a wall alcove with a button in it:



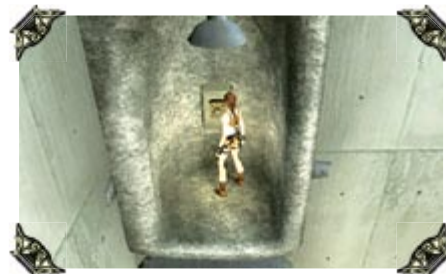
Jump and cling to the metal lip (picture #2). Then shimmy right, and jump to the alcove.



Path 2: This is slightly easier. While on the rock lip, vault to the topmost lip, and turn, jumping off and firing your grapple. Wall run across the section of wall with the scuff marks, and then jump to the lip directly above the alcove (picture #2). Shimmy around to the left, and drop to the metal lip below. Then shimmy right and jump to the alcove.

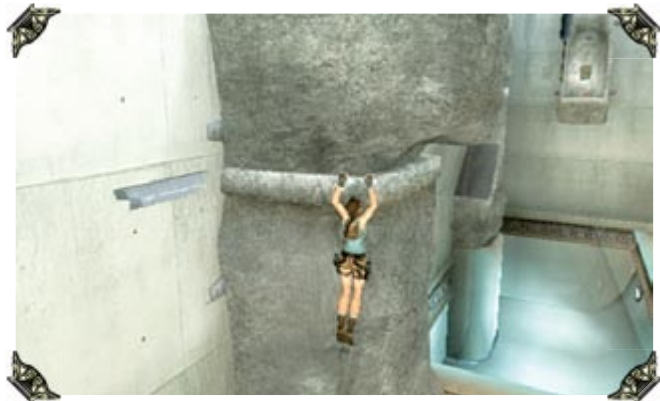


Stand inside the alcove, and press the button. An L-shaped bar pivots 90 degrees. This is just behind you, and it allows you to reach a side alcove containing an Artifact. Slide down to the ground.

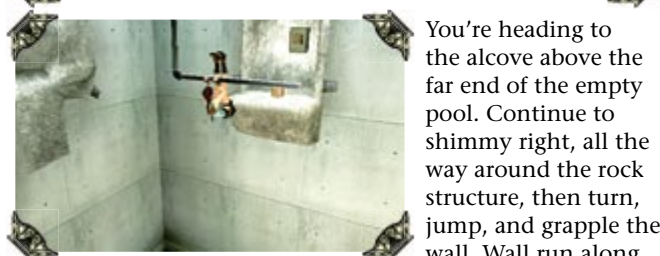
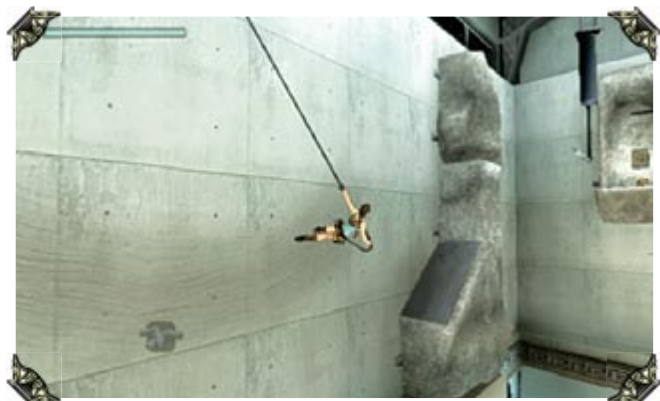


ACTIVATING THE SECOND BUTTON

Return to mat #3, and jump onto the rock wall. Vault to the second lip, and shimmy right this time, around the corner, and then vault up to a third lip. Now turn, and jump to the lip on the corner section of rock.



Shimmy right, around the corner rock section, and continue right onto the metal lip. At the end of this, laterally jump to the right. Drop from this metal lip to the one directly below, and start to shimmy right, around a new rock section.



You're heading to the alcove above the far end of the empty pool. Continue to shimmy right, all the way around the rock structure, then turn, jump, and grapple the wall. Wall run along the scuffed wall.

Leap and grab the lip of the next rock structure, ignoring the sliding platform below. Shimmy right, all the way around the rock to the rocky wall indent. Turn and leap to the horizontal bar, and wait as the bar turns 90 degrees (picture #2).



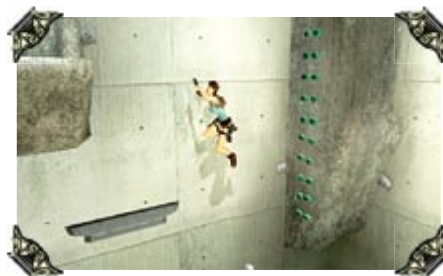
Now swing and land inside the alcove, and press the button. Another horizontal bar slowly shifts into position, near some vertical blue bars. Exit the alcove, claiming the health, and using the green rock grips on the wall to your right to descend.



You obtained the Large Medipack!

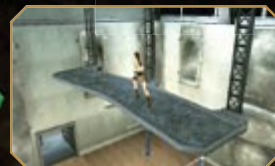
ACTIVATING THE THIRD BUTTON

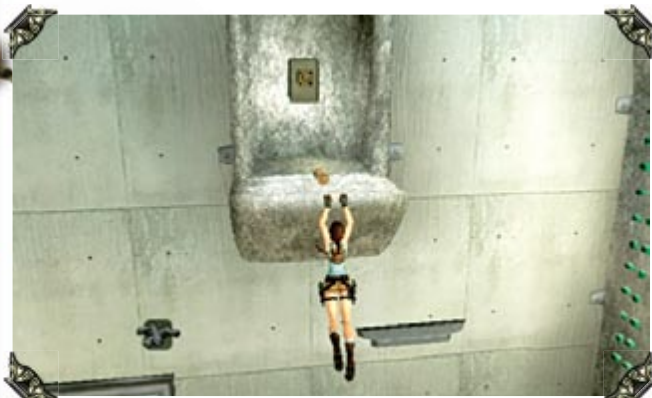
Drop down to the hardwood floor, and run across the mats to mat #1. Leap from it, onto a rotating bar, and immediately leap off it, grabbing another rotating bar structure in the corner. Face left, so this bar rotates clockwise, as shown in picture #2.



Jump to the metal lip on the same wall as the entrance. Shimmy to the right. Now jump to the green wall grips, and press X to drop to the ledge.

Task 11

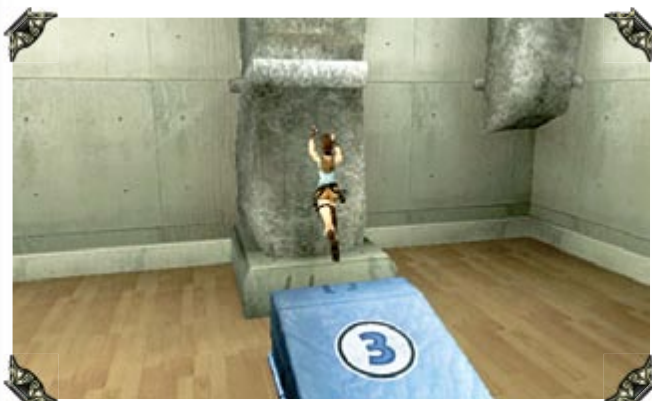




Climb onto the alcove ledge and into the alcove, and press the button. Four balancing posts rise up into position. Turn and stoop, grab the health, then dangle and drop from the alcove ledge.



A WRENCH IN THE WORKS



You have now positioned all the gymnasium equipment in the necessary spot to reach the wrench. Dash across the gym, back to mat #3, and jump to the rock wall lip.

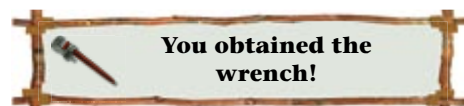


Vault up to the next lip, shimmy right, vault to the third lip, turn and jump to the corner rock lip, shimmy right again onto the metal lip, and laterally jump to the next metal lip to your right. Then turn and leap to the horizontal bar. Without pausing, leap to the L-shaped horizontal bar you switched into position, and off this, grabbing a vertical blue pole.



Climb the pole, turn the camera so you're lined up with the next vertical pole, and jump to that (you don't need to have your back facing this pole). Then line yourself up with

the balancing post, and jump to that. Turn and leap to the second post. From here, you can jump and grab the upper walkway, and clamber onto it. Run and grab the wrench lying up here.



TASK 12: LOCATE THE MANSION'S SIXTH ARTIFACT

THE LEAPING SHORTCUT



While on the walkway, turn and look right. Notice the two alcoves on the long wall that you haven't visited? They each hold an Artifact! The left one is simple to grab; leap from here.

Grab the rock wall lip with one hand, and quickly hang from it with both hands. Then shimmy left, around to the flat area of wall, turn, and jump to the lip of the alcove. Pull yourself up, and take the Artifact. Then drop to the metal lip below you, and then to the ground.



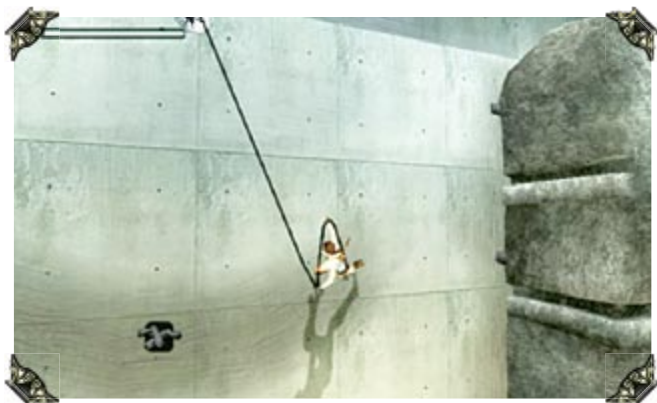
You obtained the
Artifact! (6 of 8)

NOTE

An alternate route to this Artifact, just after you grab the seventh, is detailed below.

TASK 13: LOCATE THE MANSION'S SEVENTH ARTIFACT

EXTREME ACROBATICS



Reaching this next Artifact takes some precise maneuvers. From mat #3, leap to the familiar rock wall, vault up, shimmy left, vault up again, then turn and leap, wall running back and

forth on the scuffed section of wall. Then when you're at this height (picture #2), leap left, and land on this sloping rock platform.

Now for the tricky part. You have a split-second to leap before you slide off this platform, so jump (picture #1), land on the sloping rock against the wall, slide and leap immediately for a second time. Fly and grab the horizontal pole (picture #2), but don't leap off it! Remember that you need to press a button to move the pole to this point.



CROFT MANOR

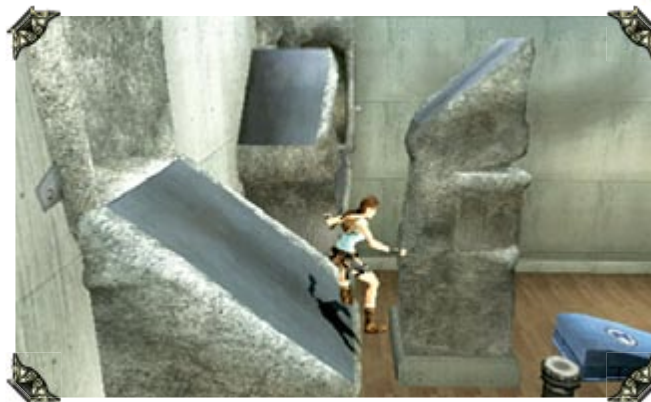
Tasks 12 and 13



The pole itself swings around 90 degrees from its initial position, and this enables you to stop swinging, turn while hanging from the rope, then swing back, and land inside the alcove. From here, you can grab the final Artifact in the gymnasium.

You obtained the
Artifact! (7 of 8)

AN ALTERNATE ROUTE TO ARTIFACT #6



Did you drop from the walkway where the wrench was and forget Artifact #6? Then jump from the right side of the alcove where Artifact #7 was to land on the nearby pole top. Turn, and leap to the adjacent pole end. From here, you can leap and stretch for the metal lip, then shimmy left, onto the large rock wall, and to the Artifact alcove itself.



TASK 14: ACTIVATE THE WATER PUMP

TREK TO THE TERRACE



Exit the gymnasium, passing the small fountain courtyard, into the connecting stone corridor, and back into the great hallway. From here you can switch the hot water pump on, or head to the pool house and locate the first of two weapon sections for the huntsman. Head around the stairs to the corner door you used to reach the maze earlier.

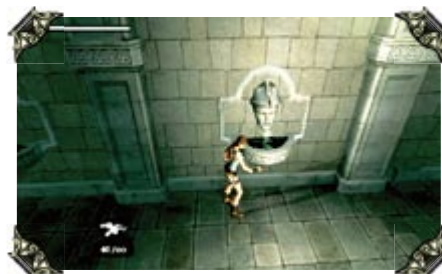
Run down the stairs, to the connecting stone corridor, open the door to the terrace, and sprint down this outside area. Pass the entrance to the maze on your left, and keep going.



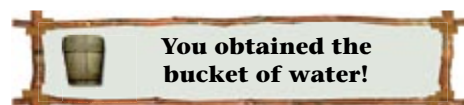
Run out of the terrace, to a small garden on your left, and a hedge and fence on your right. Round the right corner, and locate a spigot on a large piped contraption. This is the water pump. Produce the wrench, and pull it until the three lights turn green.

TASK 15: SECURE THE DECORATIVE ARROW

WATER RELIEF



Water begins to flow out of the fountains on the terrace wall. Return to this area, and at the first terrace, or any terrace in the mansion, stop and use your empty bucket, filling it with water. Now return to the great hallway.



**You obtained the
bucket of water!**



Back at the great hallway, run past the fireplace, all the way to the crate stacks at the far end. Locate the single crate with the red label on it, on the left side as you enter. Grab and pull it back

down the gap you ran through, all the way back to the floor switch. Leave the crate on this switch. The cubbyhole behind the fireplace swings open permanently, revealing a golden arrow.

You couldn't reach the arrow before because of the fire. Now use the bucket of water, and douse the fire completely. Let's hope Winston can get another one going! Now take the arrow from its secret spot.



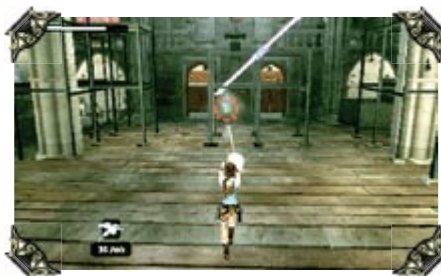
**You obtained the
decorative arrow!**

TASK 16: OBTAIN THE DECORATIVE BOW

IN THE POOL HOUSE: REACH THE FIRST UPPER BALCONY

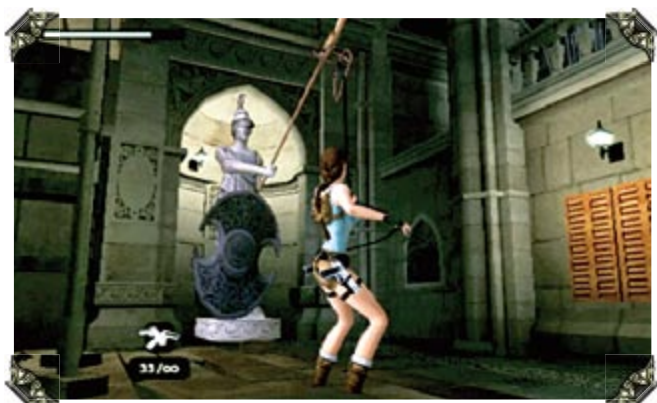


You can now complete the second task involving huntsman implements. Move to the door just left of the crate stacks, and right of the doused fireplace. Enter.



You arrive in a partially-constructed pool house filled with scaffolding, trash, and wooden walkways, as well as priceless statuary. Begin by shooting the rope

holding a wooden plank on the opposite side of the chamber.



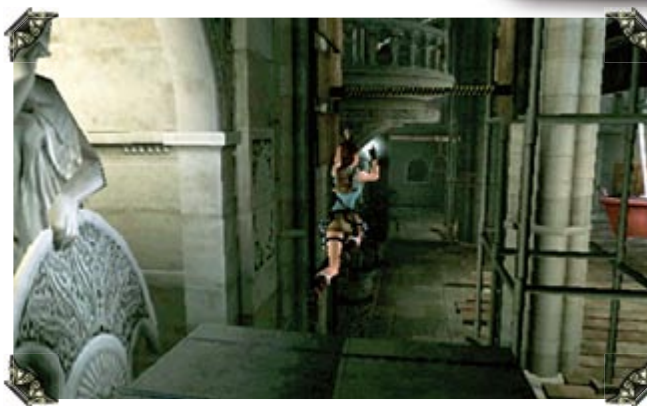
Now turn right, and look for the large statue of Athena holding the long spear. Produce your grapple, and catch the tip of the spear, then drag it down to a horizontal position.

CROFT MANOR

Tasks 14, 15, and 16

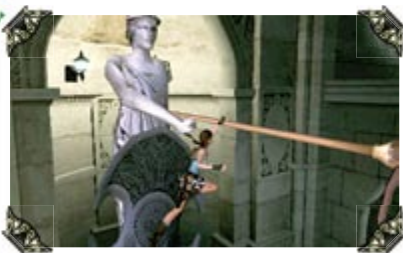
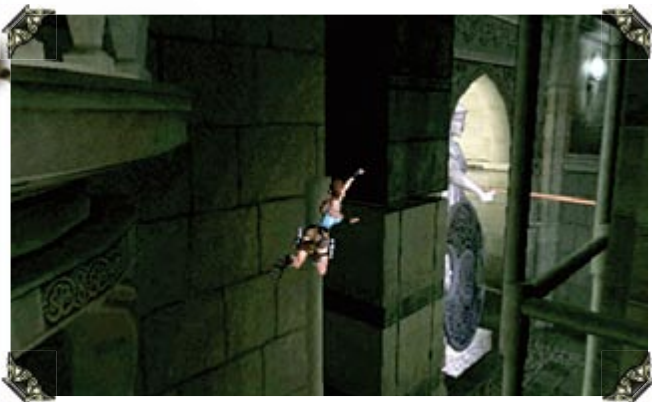


Now look for the red trash bin, and drag it backward, between the two sections of scaffolding near the chamber's entrance, as shown. A pole sticking out the top could be of some use as a stepping stone later....



For the moment though, you've done enough to enable you to reach a balcony above the room's entrance. Run to the opposite end of the chamber, climb the covered crates by a second Athena statue, and turn around, facing the side of the room. Leap off the boxes (picture #1), and grab the horizontal pole. Swing off it, and grab the lip of the curved balcony. Edge right, around this structure (picture #2).





Continue to maneuver around the lip of the balcony, then turn and look behind you. Jump to a grooved wall column, and grab the indent. Shimmy 180 degrees around, turn and look at the Athena statue

with the spear you grappled to a horizontal position, and leap to it, swinging off it, and grabbing the balcony floor.

IN THE POOL HOUSE: OPTIONALLY CROSS THE POLES

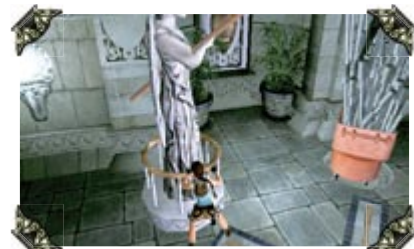


Attempt this only if you wish to secure the eighth Artifact.

Stand up on the balcony, and check the container with the scaffold poles in it. Wheel this, without turning it, to the middle of the balcony so it rests on the circle near another Athena statue.



Notice that one of the poles sticking out of the container is at the same angle as a floor tile below it? Now turn the Athena statue clockwise until her spear is at a 90-degree angle to the scaffold pole, as indicated on the floor, and a secret panel spins around. Shoot it! An underwater grating rolls back in an unknown location. This is important, so don't forget to complete this task!



IN THE POOL HOUSE: REMOVE THE FIRST ROPE



Now move to the other end of the balcony. Behind some crates is a tether weight that's helping to support a hanging statue waiting to be positioned.

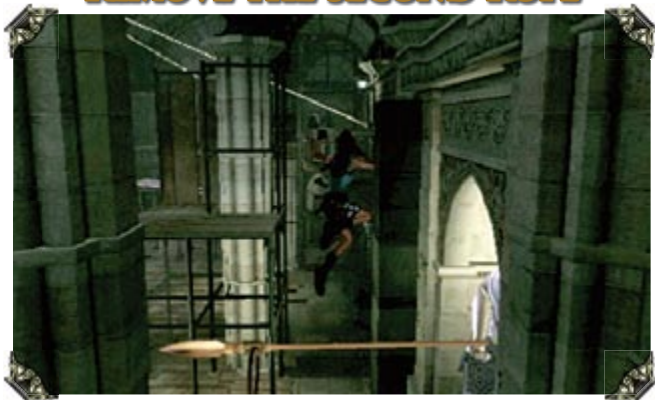
Shoot the rope,

and the statue shudders slightly. Then claim the health pack near the rope tether.



You obtained the Large Medipack!

IN THE POOL HOUSE: REMOVE THE SECOND ROPE



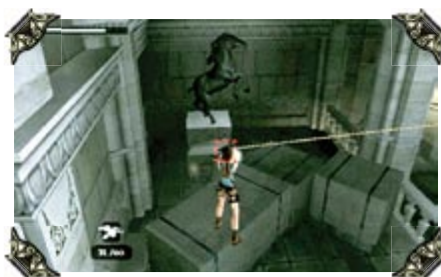
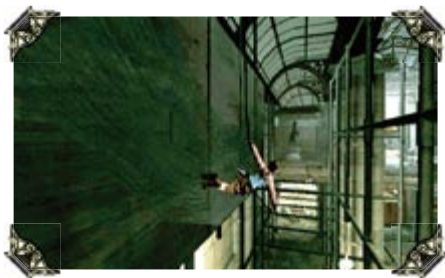
Now trek to the balcony opposite, where you must shoot a second rope. Start your progress by running to the initial area of the balcony, and make a short jump, grabbing Athena's spear. Don't launch off the side, or you'll overshoot it.



Swing from the spear, making sure you're on the right side of it, grab the grooved wall column, and cling to it, shimmying left. Vault up, then turn and jump to a scaffold walkway. Once on here, run to the gap, and jump to the pole sticking out of the trash bin you moved here earlier.



Jump again, and land on the scaffold walkway on the other side. Run to the end and turn right. Jump and launch your grapple, and wall run across the gap in the scaffold floor to the ground on the other side.



Run onto the opposite balcony, past a statue of Atlas, and climb onto one of the crates, allowing a great view of a tethered rope. Shoot the rope, loosen

the suspended statue, and take the health at the foot of the stallion statue.



You obtained the Large Medipack!

IN THE POOL HOUSE: OPTIONALLY DROP ATLAS'S GLOBE



NOTE

Attempt this only if you wish to secure the eighth Artifact.



CROFT MANOR



While you're standing on this balcony, move to the plinth on the outer edge in the middle, and face the Atlas statue. Grapple the statue, pulling it to dislodge the globe, and watch it roll onto the circular floor switch in front of you. A second underwater grating rolls back.

IN THE POOL HOUSE: REMOVE THE FINAL ROPE



Your tasks are finished on this balcony, but don't drop down. Leave the way you came, and run onto the scaffold walkway. Run out, to the seesaw platform by the red label crate.

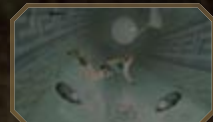


Push the crate (seen in the above screenshot) down and use it to climb back up if you fall.



Make sure you've shot the tether to this plank first! Then leap to the middle of it, and again to the boards hammered to the scaffold and hang from them. Do this before the seesaw plank tips, dropping you to the ground.

Task 16

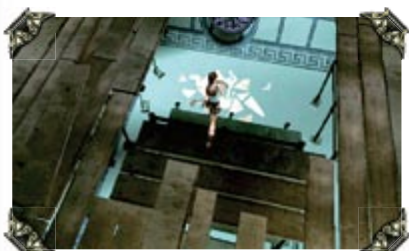


x2

Shimmy right, around the corner of the vertical boards, then turn and look back. Jump, and grab these boards, facing the opposite direction, shimmy left, then jump back. You land on top of the circular balcony you shimmied under previously. Turn and aim at the final rope tether, and shoot it. This brings the suspended statue crashing through the floor!



RETRIEVE THE DECORATIVE BOW



Turn, and jump down to the ground, and inspect the large hole in the middle of the pool house. If you've yet to use the wrench and obtain the decorative arrow, the area below is bone dry (picture #1). If you've used the wrench, you can swan dive in because the area is filled with water (picture #2). Either way, search the pool floor for the decorative bow.

You obtained the decorative bow!

TASK 17: LOCATE THE MANSION'S EIGHTH ARTIFACT

GRATE JOB



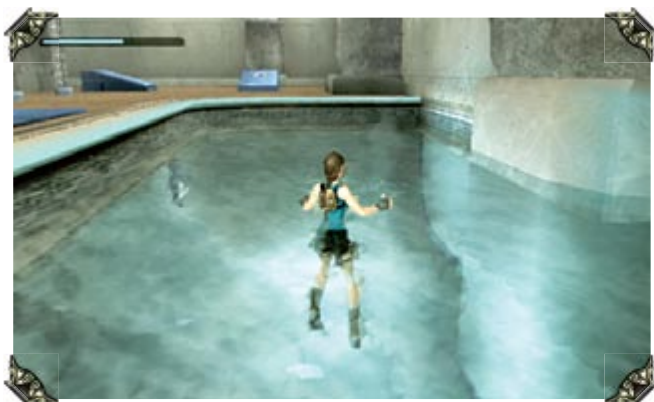
NOTE
Attempt this only if you wish to secure the eighth Artifact.

Now claim the Artifact. Swim to this hole in the wall, right next to the smashed statue. It is open only if you removed the two underwater gates (see earlier).



Swim down the underwater tunnel, and follow its twists until you spot a lever up ahead after making a right turn. Swim down to collect the Artifact here, then continue up the tunnel and wrench the lever open. This unlocks the grate at the far end.

You obtained the Artifact! (8 of 8)



You have just enough remaining air to swim quickly through the open grate, and surface. You're in the gymnasium pool! Scramble out, and return to the great hallway.

TASK 18: SECURE THE MUSIC BOX CYLINDER

STATUARY MURDER

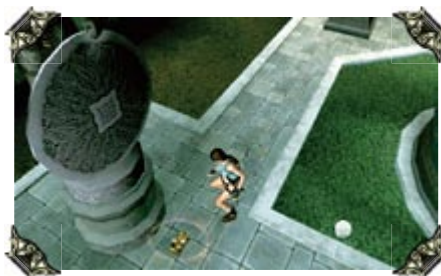
If you haven't already obtained the decorative arrow as well as the bow, do so now. When you have both objects, run back along the outside terrace, past the sundial, and into the maze.





Run to the middle of the maze via the two open gates, clamber onto the fountain, and move to the right side of the huntsman statue. Place the decorative bow while standing on the circular floor tile. Run to the opposite side, produce the decorative arrow while standing on the other circular floor tile. The huntsman is armed!

Move off the fountain and to the lever you haven't used yet. Pull it, and the huntsman cranks into life, mechanically turning and firing the arrow into the chest of a statue on the right side of the fountain. The statue drops a shining object to the ground. What a gruesome, yet entertaining display!



Run around to the right side of the fountain, and inspect this object. Pick it up, and you see that it's a music box cylinder. Pick this up at once; there's a place you can

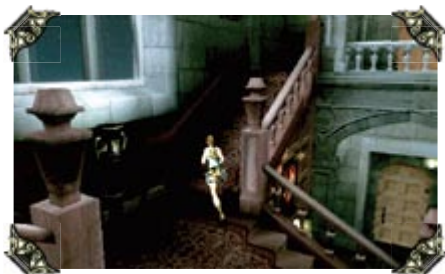
insert this! Run back to the great hallway.



TASK 19: UNLOCK AND ENTER THE MUSIC ROOM

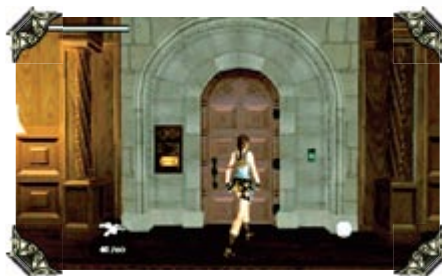
IN TUNE WITH THE MANSION

Dash back along the terrace, through the connecting stone corridor, and when you reach the great hallway, turn and race up the stairs, taking the right flight to the stone balcony.



CROFT MANOR

Tasks 17, 18, and 19



Run down the balcony, and open the door at the far end, on the left. Sprint down the connecting corridor, all the way to a locked door at the far end, with the music box cylinder-sized gap to the left of it. Insert the object, and the door unlocks!

Congratulations! You've managed to enter the cunningly protected music room! Here, you can inspect books and a shield, pluck a harp, tinkle some ivories, and play any music on the large stereo. The music in question are the themes you've unlocked during your adventure. Lara's Mansion has given up all its secrets! Hasn't it?

TIME TRIAL TACTICS

Time Trial Time to Beat: 00:19:00



PRIMAGAMES.COM



PERU

PART 1: MOUNTAIN CAVES

MOUNTAIN CAVES: OVERVIEW After you accept an offer from a mysterious woman named Natla, your expedition begins high in the Peruvian mountains. This is where you'll learn the most important (and useful) basic maneuvers. These help you throughout the rest of your adventure. After negotiating a path to the carved doors on the mountainside, you narrowly avoid a savaging. The same can't be said for your faithful helper. You then enter the mountain, avoid your first dart trap, learn the fundamentals of grapple-rope maneuvering, and engage bats, wolves, and a bear in combat as you climb through the musty caverns on your way to the ceremonial entrance to the fabled city of Vilcabamba. Here, two giant stone locks prevent your progress. You must find a way to open this door, and don't forget to inspect every nook and cranny for treasure along the way!

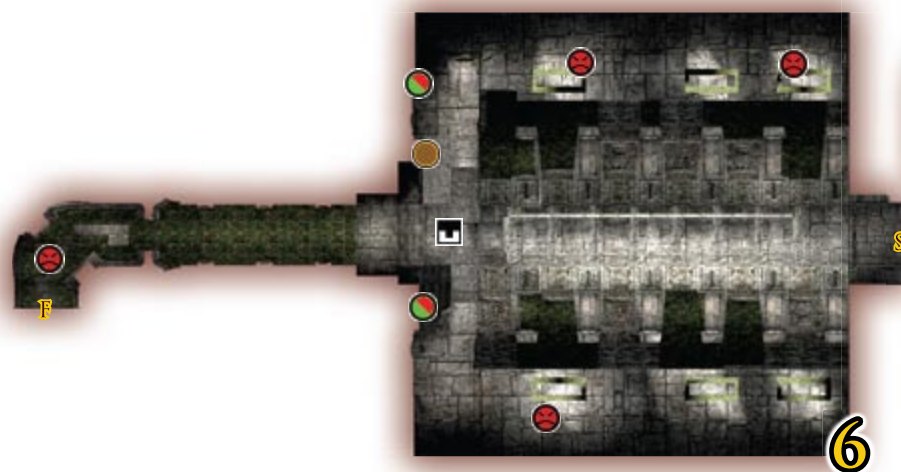
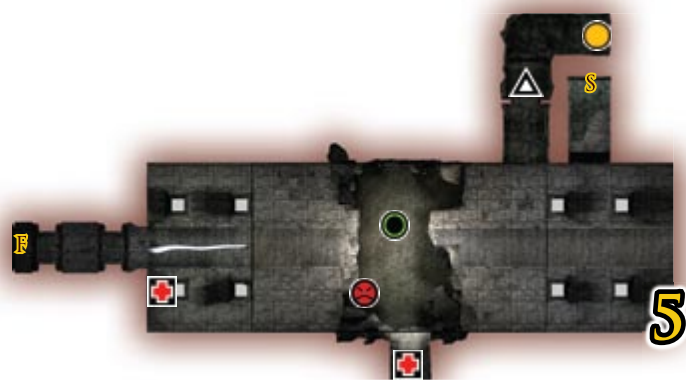


LEGEND

S Start Point	Switch/Lever
F Finish Point	Foe
Grapple Ring	Artifact/Relic
Rope or Vine	Ammunition
Box or Crate	Medipack
Moveable/Destructible Object	Task Item
Floor Switch	Boss

MOUNTAIN CAVES

Task 1



TASKS TO PERFORM



1. Enter the Mountain Caves



2. Secure Your First Artifact



3. Climb to Your Second Artifact



4. Hunt for Your Third Artifact



5. Release the Ceremonial Doors to Vilcabamba



6. Clamber to Collect the Fourth Treasure

TASK 1: ENTER THE MOUNTAIN CAVES

AN INTRIGUING OFFER



Relaxing in Calcutta after a successful expedition, Lara's reading is interrupted by Larson, a hired hand, who introduces Jacqueline Natla of Natla Technologies.



Natla Technologies is looking to collect a number of fabled Artifacts, and with the correct incentive, Natla imagines Lara is perfect to help this cause. Lara remarks that she only plays for sport.

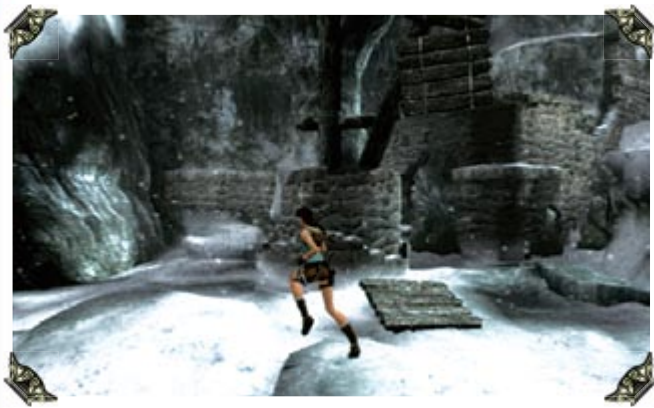


Natla produces a schematic of the Scion of Atlantis, and the location of Vilcabamba in the Peruvian mountains; both of which Lara and her father attempted to find without success. Lara agrees to visit Peru.

ASCENSION WITHOUT A LADDER



Lara reads her father's journal as her hired Peruvian local scales a rocky outcrop. Alas, the ladder he's climbing collapses, but he manages to scramble to the upper plateau. You'll have to find another way....



With the ladder unusable, you must attempt to reach your hired help via another path. Run to the left of the collapsed bridge section, to the stone wall embedded in the rock behind it.

FRIEND: PERUVIAN HELPER

Although fulfilling all the criteria of a Sherpa, Lara's faithful hired hand isn't from the Himalayas, but a remote backwater about 70 miles west of Cuzco in southwest Peru. He's thin and leathery, but he can carry all Lara's camping equipment. He speaks only Spanish.



NEW MANEUVER

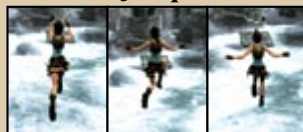
The Tiptoe, Walk, and Run:



$L3 + \uparrow$

(slight, medium, or full)

Jump:



\times (or $L3 + \uparrow + \times$)

Swan Dive:

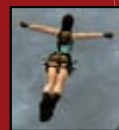


$L3 + \uparrow$, then \times , \bullet
(press \bullet almost instantly after \times)



CAUTION

If you plunge off the side of the precipice you're standing on, expect a long fall to a crumpled death. If you must play dice with death, at least execute a swan dive off the edge! Better yet; stay on the undulating snow ledge.



Run to the slightly raised snow platform on the ground, and **jump** from it. You automatically stretch out and grab the ledge of the stone wall. Then begin to move to the right, shimmying along the low ledge. Press \blacktriangle to move faster along the ledges during this movement, and continue around the corner (picture #2), to the gap in the ledge.

NEW MANEUVER

Jump and Grab a Ledge:



$L3 + \uparrow + \times$ (near ledge)

Lateral Shimmy (fast):



$L3 + \leftarrow$ or $L3 + \rightarrow$ (on ledge)

At the gap, make a lateral (horizontal) leap to the right, leaping the gap with a **lateral jump**, and hanging on for the continuation of the ledge. Shimmy around the corner, and then **jump backward** across to the snowy platform.



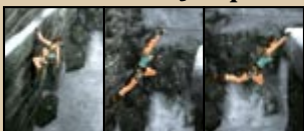
NEW MANEUVER

Lateral Jump:



× (specific end of ledge only)

Backward Jump:



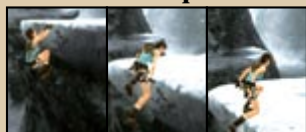
[L3] + ↓ + ×
(or at specific end of ledge)



Grab hold of the ledge and **pull up** so you clamber onto the platform. Take a moment to **rotate the camera** to survey the ruined wall and craggy rocks. Leap to the adjacent rock ledge.

NEW MANEUVER

Pull Up:



× (top of ledge)

Rotate the Camera:



[R3]

Once on the rock ledge, run up to the section of stone wall and begin to clamber up it. **Vault** to the ledge above and pull yourself up, or alternately, execute a **handstand**, the fancy way of completing a climb!



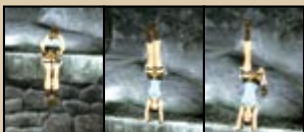
NEW MANEUVER

Vertical Vault:



[L3] + ↑ + ×, or ×
(under a ledge lip)

Handstand:



× (press and hold)

MOUNTAIN CAVES

Task 1

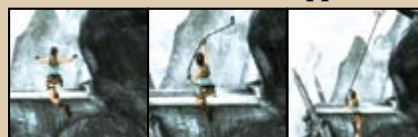


Turn left and look for the icon denoting the grapple ring hanging from the wooden support, above the gap ahead of you. Run and jump, then quickly throw your **grapple** and **swing** across, jumping to the other side.



NEW MANEUVER

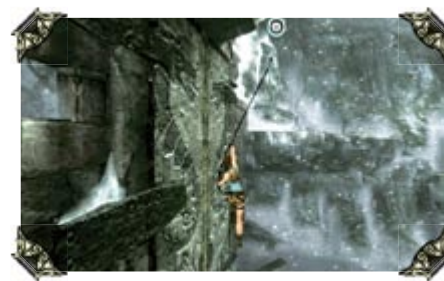
Grapple:



×, ■

INTO THE MOUNTAIN

Run up the steps to the flat area where your helper is waiting. Behind him are two towering doors, and above them seems to be a grapple hook and a carved switch. If you wish to listen to your helper, meet and speak with him.

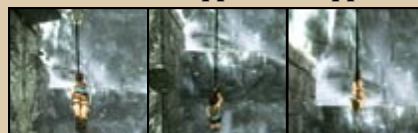


It seems the only way is up, so head along the left side of the rocky outcrop, leap the gap, and turn right. Line yourself up with a grapple ring ahead and above you, then jump and hook it. Begin to **swing** back and forth, gaining momentum.

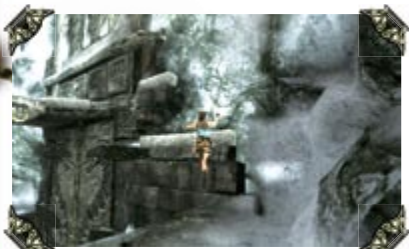
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NEW MANEUVER

Grapple to Grapple Swing:



×, then [L3] + ↓
+ [R3] + ↑

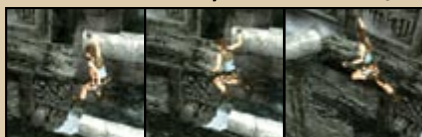


When you swing near the far ledge, let go and grab the ledge itself. Pull yourself up, turn left, and observe the ledges to the right of the massive mountain doors. Position yourself at a slight angle, then jump and hang from the ledge (picture #1), shimmy left, vault up, then **sway forward and jump** so you can reach and grab the lip of the ledge above the doors.



NEW MANEUVER

Sway Forward and Jump:



✕ (when Lara leans forward at end of ledge)



Grab the lip of the ledge, pull yourself up, and stand next to the small, circular carved switch and press it. You hear a deep rumble below you.

NEW MANEUVER

Switch Interaction: ▲



The massive stone doors open and your guide peers into the gloom. He spots shapes and lets out a cry; four wolves charge out of the mountain and savage him!



Lara swan dives off the ledge, both pistols firing, and drops the first three wolves easily in a ballet of bullets. The fourth is dispatched at close quarters. The guide didn't make it!

TASK 2: SECURE YOUR FIRST ARTIFACT

DASHING THROUGH THE DEADLY DARTS



The mountain doors have closed behind you; the only way is forward. Run down the gloomy rock corridor until you reach the two stone walls on either side of a

large floor switch. Step onto the floor. This starts a dart trap; barbed darts fire out of five openings ahead of you. There are two plans to avoid them:

Plan 1: Duck and Roll—Walk to the first dart opening, and either run past just after the darts are fired, or **roll** under the darts. You must be running to roll. Stop at the next four openings and do the same.



You can also try a tumble, which is a continuation of a roll, but this slows you down compared to rolling or running and you may be struck by darts more easily. Still, the tumble is a good maneuver to learn.

NEW MANEUVER

Run, then Roll:



[L3] + ↑ and ●

(Roll to) Four Tumbles and Finish:



●, ●, ●, ● (while running)

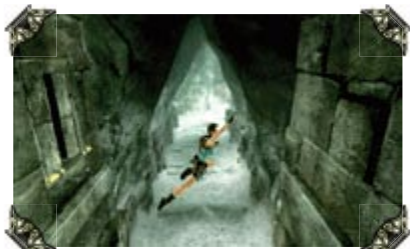
TIME TRIAL TACTICS

If you are concerned about your time, simply shrug off any darts and run through the middle of the five dart openings without pausing.



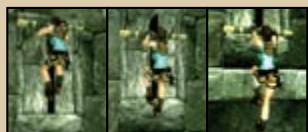
Plan 2: Safety

First—The other plan ensures you won't be struck by a dart. At the floor switch, turn left, grab the ledge, vault to the one above, shimmy around to the left, vault up again, and vault to grab a lever on the stone wall. Hang off the lever so it descends, then make a lateral leap (picture #1) to the opposite wall ledge. Shimmy around to the end, and **drop off a ledge** (picture #2), hanging from another lever. This deactivates all the darts. Drop down, and run past them.

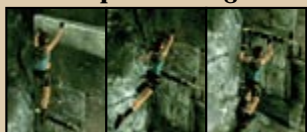


NEW MANEUVER

Lever Pull:



Drop off a Ledge:



● (while hanging from ledge)

LEAPING LEDGES



At the end of the corridor after the last dart opening, the cave opens to the right. Above and left of you is a giant stone wall with a ledge that's too high to reach. Continue past

the Checkpoint. Use your camera and scan this large open cavern.



The path forward is in a roundabout route, up the stairs ahead and to your right. Ascend, turn left, and make a running leap across the gap, grabbing the wooden platform.

MOUNTAIN CAVES

Task 2



Work your way left to the next gap, then leap across to the wooden ledge built into the rock wall. From here, you have a choice of paths:



to the left, around the corner, then sway forward and jump to the main ledge to exit this cavern.

Path 1: Step onto the left side of the wooden platform, then vault up to the ledge. Shimmy

TIME TRIAL TACTICS

Ignore the Artifact entirely if you're hoping for a quick time and head up the steps, across the gap, and jump diagonally to the left to quicken your time landing on the wooden ledge built into the rock wall. Then take path 1.

Path 2: This takes you to the Artifact. When you reach the wooden ledge built into the rock wall, turn 180 degrees and leap to a small outcrop above the area you came from.



Head clockwise along the narrow rock ledge and leap the gap to the snow-covered corner ledge. Turn right and leap across to the arched ledge.



Once under the arch, leap across to another snowy ledge. Ahead of you are a gap and a small grotto with a glowing object inside. Execute a **slide and jump**, slipping down the slope at the edge of the snowy ledge, then jump at the last moment (picture #1). Haul yourself up and into the grotto, then stoop to **pick up** your first treasured Artifact.

NEW MANEUVER

Slide and Jump:



× (at end of slide)

Pick Up Object:



▲

You obtained the
Artifact! (1 of 3)

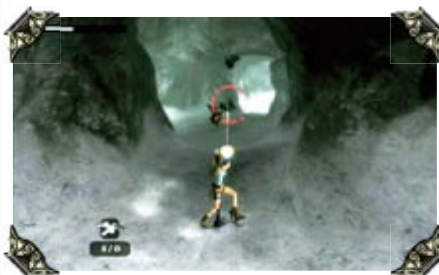


across and land on the snowy flat area leading to the next cavern.

Once you've taken the Artifact, line yourself up diagonally at the grotto exit, overlooking the stone wall and pathway below. Ignore the ledge opposite; just leap

TASK 3: CLIMB TO YOUR SECOND ARTIFACT

ASSAULT AND BATTERY

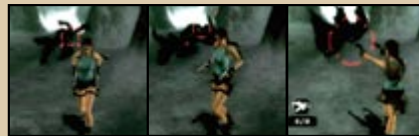


Run forward and bring out the double pistols you've yet to use; movement along the cavern ceiling ahead indicates the presence of three giant bats! **Lock on** (so the target turns red), and **fire at them** while backing up until all three bats are defeated.

Run forward and bring out the double pistols you've yet to use; movement along the cavern ceiling ahead indicates the presence of three giant bats! **Lock on** (so the target turns red), and **fire at them** while backing up until all three bats are defeated.

NEW MANEUVER

Lock On (and Fire):



[L1] + [R1]



After your bat battle, you may wish to perfect your gunplay arts. In addition to aiming and firing, you can:

- **Manually aim** at a foe using a stationary, over-the-shoulder view. This is great for precise shots, but not against moving foes or those close by. As with regular lock-ons, fire when your target sights turn red.
- **Lock on and jump** is useful when avoiding more dangerous foes, or if you want to leap quickly. You can lock on and jump forward, back, or to the left or right sides.
- **Lock on and dive** is another way to avoid a foe while continuously aiming at it. It isn't quite as maneuverable, and left or right dives are better than forward or back dives, as the latter doesn't allow you to fire your weapon.

NEW MANEUVER

Manual Aim (and Fire):



[R3] (press in) + [R1];
press [L1] to cancel

Lock On and Jump Forward:



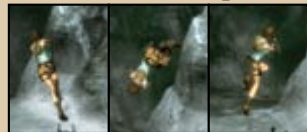
[L1] (hold),
then [L3] + ↑ + ×

Lock On and Jump Backward:



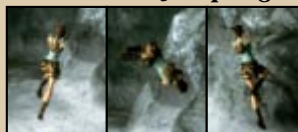
[L1] (hold),
then [L3] + ↓ + ×

Lock On and Jump Left:



[L1] (hold),
then [L3] + ← + ×

Lock On and Jump Right:



[L1] (hold),
then [L3] + → + ×

Lock On and Dive Forward:



[L1] (hold),
then [L3] + ↑ + ●

Lock On and Dive Backward:



[L1] (hold),
then [L3] + ↓ + ●

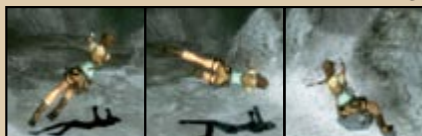
Lock On and Dive Left:



[L1] (hold),
then [L3] + ← + ●

NEW MANEUVER

Lock On and Dive Right:



[L1] (hold), then
[L3] + → + ●

FOE: GIANT BAT

The giant bat can seriously impede your progress if you're hanging from a rope or ledge and cannot fight back. Bats swarm at you and nip, causing you to fall or take light damage. They are usually encountered in groups of three. Listen for their chirruping and flapping, watch for movement in the distance, and quickly defeat them before they reach you. Defeat them by backing up and firing your pistols as fast as possible.



TIME TRIAL TACTICS

If you're trying to shave seconds off your Time Attack time, try having your pistols continuously drawn, and jump; you'll execute the flip jump, which is slightly quicker than running and much faster than a normal jump.



With the bats dispatched, check the cavern area bathed in light to your left. Turn right and there's a small, dark alcove. Stand on the small rock outcrop and leap to the stone

ledge (the outcrop gives you the height you need to reach the ledge). Clamber up and pick up the Large Medipack.

You obtained the Large Medipack!

Head back to the main cave corridor and head left.

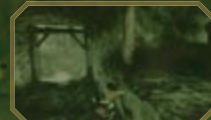
Turn left at the corner, bring out your pistols, and defeat another three giant bats. Remember that you can switch targets to aim at the closest one. Then move into the large cavern with a single natural pillar in the middle of it.



MOUNTAIN CAVES



Task 3



NEW MANEUVER

Switch Targets (and Fire):



[L1], then [R3] (and [R1])

CONQUERING THE ONE-COLUMN CAVERN



Take a moment to check out this complicated cavern; there's a

large column in the middle, a grapple ring to the right of it on the ceiling, and something shiny on that upper alcove you can't reach yet. Giant bats are nestled there, too. Slide down the slope and land on the ground.

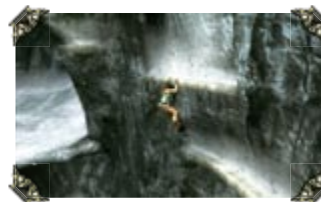


CAUTION

If you don't deal with the third flock of giant bats, they play havoc with your swinging and can seriously impede your progress.

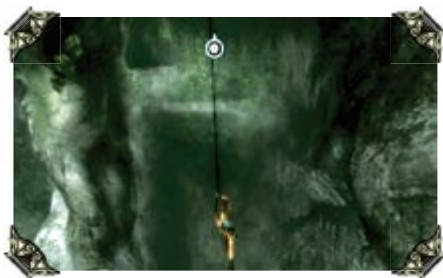
Land at the base of the cavern.

The reason for ignoring the grapple ring is that you must defeat the giant bats flapping at you. Shoot them all, then inspect the area. There's a small drop and a sealed exit ahead. Move there if you don't want to grab the Artifact.



Assuming you want the Artifact, head back to the cavern entrance. Do this by running up the snowy slope, jumping to the jutting rock, then leaping across to a ledge above and on your right (picture #1). Vault up to the small ledge, then up two hanging ledges, and laterally leap left to a long thin ledge. Shimmy left, vault up to another ledge, and shimmy along this ledge (picture #2) to the gap. Laterally jump to the corner ledge and shimmy around, then drop down to the cavern entrance.

Going for the Artifact: If the Artifact is on your raiding list, slide down the slope, then leap and fire your grapple hook at the ring. You're now dangling from the ring and can optionally climb or slide down the rope.



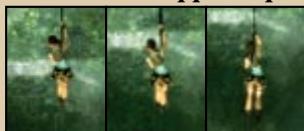
NEW MANEUVER

Climb a Grapple Rope:



▲ (hold), then [L3] + ↑

Descend a Grapple Rope:



▲ (hold), then [L3] + ↓



Now for a tricky maneuver! Climb the grapple rope until you're slightly above the line of the ledge on the ivy-covered rock wall ahead of you. Swing back and forth, then jump and grab the ledge. Shimmy left, then vault to the upper ledge. Shimmy left to the end, then turn and jump (picture #1) to the column. Clutch the column ledge, shimmy right, then drop down to a lower ledge. Shimmy around the corner (picture #2), to the end of this ledge. Finally, leap back (picture #3), across the cavern to a hidden platform.



Pull yourself up onto the platform (or in this case, try a handstand!), and approach your second Artifact. Grab it and position yourself above the two ledge lips (picture #2) because falling from here results in great pain! Drop down to the ground using the ledge lips.

You obtained the Artifact! (2 of 3)

Run to the left of the giant column and leap down to the lower pathway, which leads to a sealed doorway. There's a lever to pull on the right side, which opens the door slab. Run under it.



TIME TRIAL TACTICS

If time is pressing, do not explore the one-column cavern.

TASK 4: HUNT FOR YOUR THIRD ARTIFACT

THE WOLF'S DEN



The pathway opens up to reveal a large cavern with a lower cave floor and a long platform running to the right. Head along here, but beware; there is a small alcove directly under this area (picture #1) where two wolves are waiting! Turn the corner and scramble up the ledge to the bridge entrance, spanning the lower cave floor. A wolf scampers out as you reach this point. The wolf's den can be seen in picture #2.



Head over the bridge itself and it splinters and collapses when you're halfway across. You drop into the lower cave floor area and must bring out your pistols to engage two wolves in vicious close combat!



A better plan is to stay atop the ledge on this chamber's perimeter and locate the alcove where the wolves are hiding. Shoot them from this vantage point. Venture onto the collapsing bridge only after defeating them both.



Wolf combat can be quick. If you wish to face the wolves on the plateau, lock on and fire while leaping or diving away from their incoming attacks. If you're standing

near a wolf, it may bite you or run you down. Continue combat until both wolves are defeated.

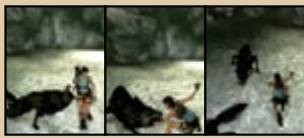


During your battle, you may have to resort to either of these new techniques:

- **Break Free:** If you don't jump or dive away from the wolves, they sometimes clamp their teeth on your arm. Wrestle free quickly.
- **Recover from Shunt:** If you don't evade the wolves, you can be shunted by them. Don't go sprawling and fall to the ground; instead, execute a flip and land on your feet with a recover.

NEW MANEUVER

Break Free:



[L3] + ← and [L3] + → rapidly

Recover from Shunt:



× (after shunt)

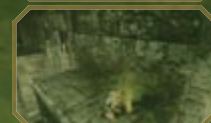


If combat is becoming tricky, run over to the small plinth to the left of the hole the wolves emerged from. Leap up and grab the ledge and pull yourself up before a wolf can bite you. Then finish the furry fiends from the upper perimeter.



MOUNTAIN CAVES

Task 4

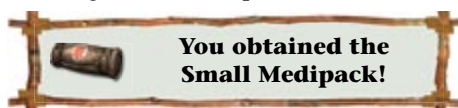


FOE: WOLF

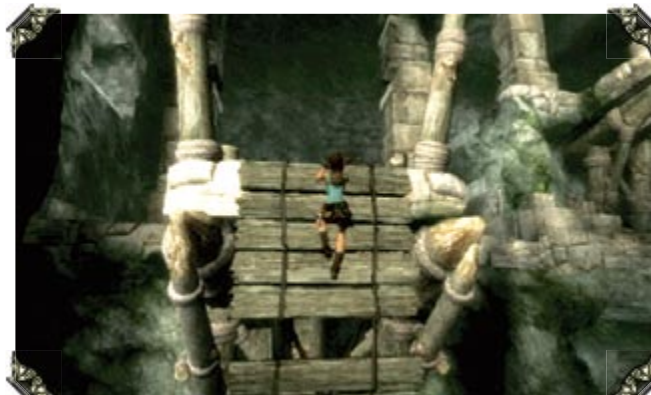
Ravenous and usually prowling in packs of two, these wolves are fast and can give you a troublesome bite. They can take around six bullets, but usually charge you in a relatively straight line, allowing you to dive or jump to the side while continuously firing. Keep on the move as you defeat each wolf. Avoid close gnawing, and if you're shunted by a wolf's charge, recover quickly.



When combat is over, investigate the far side of the lower cave floor. Above you is another rope bridge. To the right is a rectangular alcove with a gleaming



You obtained the Small Medipack!



Artifact inside. Ignore these for the moment and investigate this alcove. Snag a Small Medipack in the far corner.



NOTE

During wolf combat, you can also try to escape by vaulting up the collapsed bridge planks, then defeating the wolves from this higher vantage point.



Before you cross the second bridge, turn and leap to the lip of the pillar behind you (picture #1). Shimmy around the corner of the lip, then vault to an upper lip. Then laterally jump behind you to the other pillar. This is a long jump and you may need to quickly **recover and grab**. Shimmy around this pillar's lip, then laterally jump back to a small square alcove (picture #2) where you can snag a Small Medipack.



NEW MANEUVER Recover and Grab:



▲ (after precarious grab)

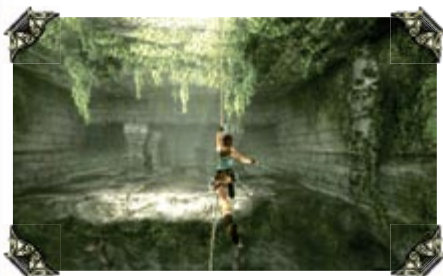
Return to the lips in the wall and climb to the second bridge entrance. Quickly run over this second bridge, which is quite safe. Although you can spot the glimmering Artifact below, you can't claim it from this chamber.



TIME TRIAL TACTICS

The wolf chamber is easily negotiated. Head to the collapsing bridge, then vault up when it collapses, ignoring the wolves. Ignore both Medipacks and run over the second bridge to exit this chamber in seconds.

THE BEAR TRAP



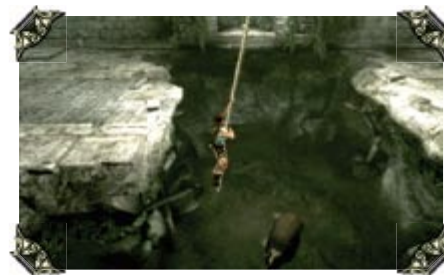
Turn right to the connecting corridor with the broken edge and pull yourself up on the right side. Enter a stone chamber with ivy dangling from an open roof. Turn

right, run forward, and jump at the rope hanging above the gap in the floor. You should automatically grab it.



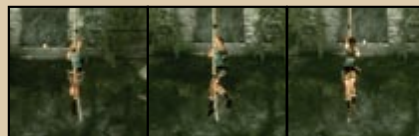
- **You must run to the very edge of the floor before you make the jump.**
- **You must make sure you're running directly toward the rope.**
- **If you don't, you're likely to miss the rope and plunge to the gloomy lower chamber, taking damage in the process.**
- **If you land in the chamber below, turn right, and scramble back up the lip ledges before you are attacked!**

As you grab the rope, check the lower area to spot a large bear roaming the area. This is a fearsome killing machine, and you'd be wise to avoid it! Continue your swing to the opposite side, or stop and begin to **turn on the rope**.

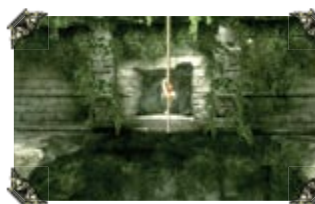


NEW MANEUVER

Turn on a Rope (or Wooden Post):



◀, [L3] or [R3], ▶



Shift the camera to view the tiny upper alcove on the left side of the chamber. Turn so you're facing this direction. Press ▲ to stop swinging. Line yourself up and begin to swing back and forth (picture #1), increasing your speed. Then leap and recover (picture #2), pull yourself up, and claim the Large Medipack.



While you're standing here in relative safety, you can draw your pistols and shoot the bear from here. Or turn right and leap back to the upper stone pathway. Make sure you don't point yourself too far to the middle of the chamber or you'll miss the pathway and drop into the bear pit! Shoot the bear from here.

While you're standing here in relative safety, you can draw your pistols and shoot the bear from here. Or turn right and leap back to the upper stone pathway. Make



Whether you defeat the bear or not, you must drop into the lower area at some point. Finish the bear with circling techniques and rapid-fire pistol action.



Look closely when you're on the upper alcove or gap above the pit: Lara looks in the bear's direction. This is important. If you're stuck during this adventure, check whether Lara is looking at something. This usually leads you to a clue or task.

FOE: BEAR

Massive, powerful, and extremely aggressive, bears roam these unexplored ruins. They attack with a charge or a bite, both of which carry a high risk of damage. Counteract this fearsome foe by rapidly firing as the beast closes, then make a circular route around it, jumping while shooting it. Continue this circle technique; it takes around 20 shots to bring this beast down.



Don't climb back out of this pit. Instead, search the lower area carefully. To the right of the ledge lips leading back up top is a small tunnel leading to a lever. Pull down the lever (picture #1) and a rock door slides open. Drop and claim your next Artifact (picture #2)! This is the shining item you couldn't reach in the wolf cavern earlier. Once you grab the Artifact, drop into the cavern and ascend via the bridges again. The rock door has shut.

You obtained the Artifact! (3 of 3)

Head back to the rope, leap and grab it, swing across the gap, then land on the other side. Run down the steps, through the connecting tunnel, up the steps on the other side, and turn right.



MOUNTAIN CAVES

Task 5



Before you leave the chamber with the rope and pit, check the four squat columns of stone. There's a large amount of health behind the far left one. Don't forget to grab it!



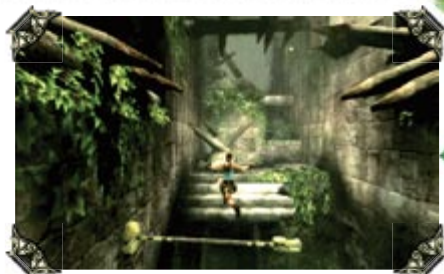
TIME TRIAL TACTICS

This is another straightforward chamber; jump to the rope and to the other side, ignoring the bear, the upper alcove with the Medipack, and the Artifact entirely.

TASK 5: RELEASE THE CEREMONIAL DOORS TO VILCABAMBA

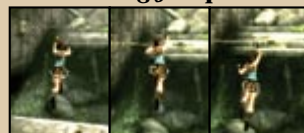
TO THE UPPER VIEWING PASSAGE

You reach a small open chamber with a broken bridge and a pole protruding from the left wall. Press and hold **X** and make a **long jump** to the pole, then quickly **jump off the pole**. While on the pole, try some different maneuvers, as shown below:



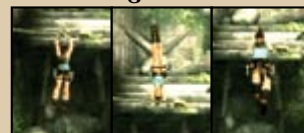
NEW MANEUVER

Long Jump:



Run and hold **X**

Swing Forward:



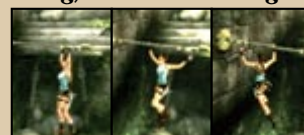
(On pole) **L3** + **↑**

Switch Directions:



(On pole) **L3** + **↓**

Hang, Move Left or Right:



(On pole) **L3** + **←** or **→**



For a quick time, press X the moment you reach the pole and you'll leap off without needing to rotate completely around it. This is useful to avoid unnecessary swinging, and mandatory in Time Attack.

Land on the opposite side, climb the ledge lips to the right, head up the steps, and turn left. The gloomy corridor opens into a massive entrance chamber with two diagonal sides. Ahead is a gigantic stone door.



Between you and the door is a corridor with eight sides of dart traps. You can **crouch** under the first one, but the rest have openings at various heights. Simply run

through and shake off the damage or wait at each for a dart to fire, then run or somersault through.



Check the ornate carved holes on either side of the corridor. The floor stripe indicates where the darts will cross your path and the position of the holes (which are on each side and range from one to three) show where darts appear from.

NEW MANEUVER

Crouch (and Move While Crouching):



● (and **L3**) +
↑ while
holding ●)



At the end of the corridor, step on the floor switch. The door rumbles but the two giant stone locks keep the slabs in place; you must find a way to "pick" each gigantic lock. Turn left, head to the ledge lips, and vault up them. Ignore the ledge lips on the right wall.



Clamber to the upper viewing passage and turn left. Run forward toward a narrow doorway on the right side of the far wall, pass through it with your pistols

drawn, and leap to avoid an incoming wolf. Evade while you shoot it.



As you clamber onto the upper viewing passage, you can look right and check the giant weight mechanism. This releases the left stone lock. However, the weight gradually resets, and by the time you reach the right stone lock, the left one is back in place. Come back here in a moment.

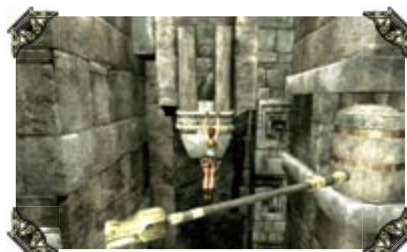
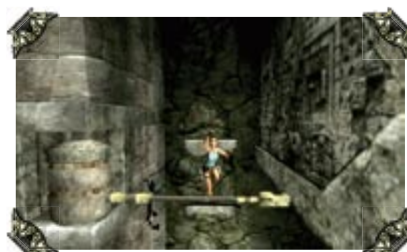
Run to the end of the upper viewing passage and peer through the last gap on the right. Three poles protrude from the perimeter wall. Leap and jump from each, landing on the passage opposite.



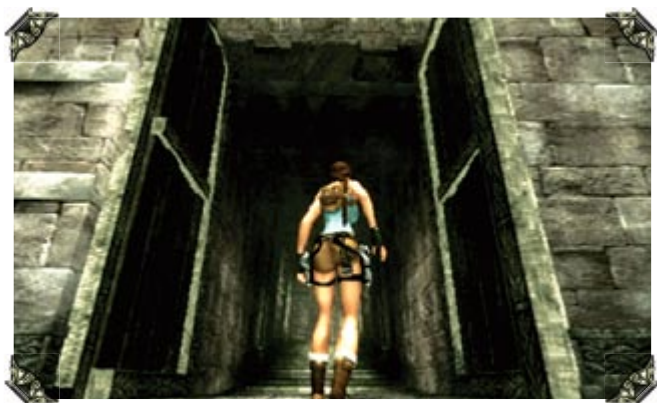
Turn left, brandish your pistols, and take care of the wolf just before a narrow doorway. As you pass through, look left because another wolf lurks here, ready to pounce. Blast it before it has that chance.



RELEASING BOTH LOCK BOLTS



At the end of the corridor is the rock stone lock weight. To reach it, turn right and step up onto the fallen stone, vault up both lip ledges, and turn to leap at the pole with the dragon's head on it (picture #1). Stay on the pole as it rotates 90 degrees around, and then leap off, grabbing the lock weight, and hang from it as it descends.

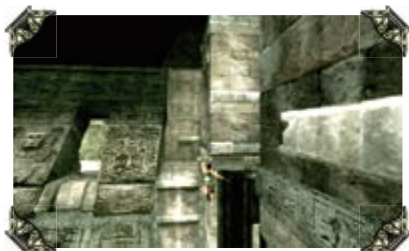
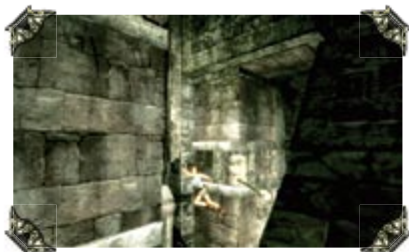


As long as you quickly removed the lock bolts in the correct order, you can drop down to the floor switch, step on it, and watch the log deadbolt grind away and the ceremonial slab doors slowly open. The entrance to Vilcabamba is breached!

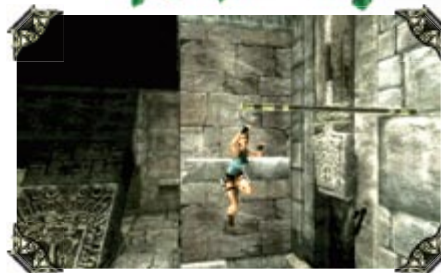
TASK 6: CLAMBER TO COLLECT THE FOURTH TREASURE

POLE VAULTING

Before you continue up the gloomy steps ahead, be sure to secure a well-hidden treasure! Retrace your steps to the viewing passages, and around to the right lock weight. Vault and leap to the dragon-head pole and leap off immediately; you grab a ledge lip by the corner (picture #1). Shimmy to the left and leap at the end (picture #3). You grab a pole that you couldn't reach before the door opened.



The first lock bolt is removed. Drop down to the floor switch in front of the door (use ● to drop from the lip ledges), sprint across, and vault up the lip ledges you used earlier. Run toward the corner, leap up both lips, and shimmy right (picture #1) to the edge of the lip. Laterally leap to the second rock stone lock weight. Hang from it until the second bolt is removed.



Stop swinging and edge right along the pole. Then swing and leap to the ledge lip just above the left open door. Vault up, then turn and laterally jump to the pole above (picture #1). Immediately leap off (picture #2) to the lip on the opposite side. Vault up to the top of the stone wall.

Walk to the end of the wall area where an incredibly important Relic awaits. Grab it, then use ● to dangle from the lip of the wall and drop down (picture #2) to avoid taking damage from your fall. Now step forward into the hidden village of Vilcabamba!



**You obtained the Relic:
Killer Whale Bottle!**

TIME TRIAL TACTICS

This section, alas, has no shortcut; you must simply unlock the door as shown. However, you can ignore the Relic afterward.

Time Attack Time to Beat: 00:06:00

MOUNTAIN CAVES

Task 6



PERU

PART 2: CITY OF VILCABAMBA

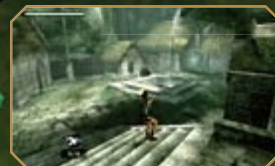
CITY OF VILCABAMBA: OVERVIEW

A city lost to the elements for centuries has been discovered! The inhabitants are no longer human, but a collection of ravenous critters, ready to be dispatched as you make your way into the overgrown ruins of a once-powerful trade hub in this region. Investigate a series of passageways with a lower pit, then explore a village on the city's outskirts. You must swim and maneuver a crate to locate the Village Key, and scale the village upper perimeter to claim your sacred Artifact! Once you're through the village, you must open a cunningly mechanized gate, and traverse two more winding catacomb passages with perilous pits, as you discover wonders not seen with human eyes for centuries....

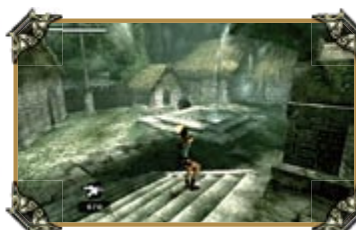


LEGEND

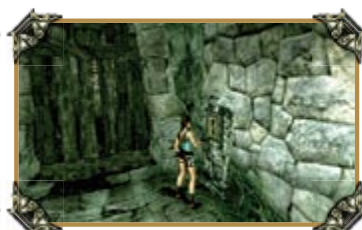
S Start Point	Switch/Lever
F Finish Point	Foe
Grapple Ring	Artifact/Relic
Rope or Vine	Ammunition
Box or Crate	Medipack
Moveable/Destructible Object	Task Item
Floor Switch	Boss



TASKS TO PERFORM



1. Secure the Lost City of Vilcabamba



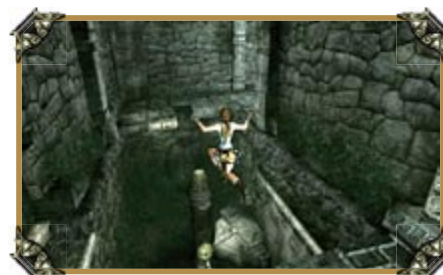
2. Open the Village Exit Door



3. Scale the Heights and Obtain the Artifact



4. Gain Access to the Inner Passages



5. Persevere on the Perilous Passageways

TASK 1: SECURE THE LOST CITY OF VILCABAMBA

ENTERING THE CITY

Begin with a slow trek up the stairs ahead of you.

A scampering noise should alert you to the bear charging you; shoot it as soon as you can target it, then either leap

to the side and pepper it with **clear shots**, or continuously pull back, wait for the time to slow down and the crosshairs to merge into a large red target, and execute the bear with a single **focused attack**.



NEW MANEUVER

Clear Shot:



[L3], then [R1]
(when foe is enraged)

Focused Attack:



[L3], then [L3] + ↓ (or any other direction) and hold, then [R1] (when foe is enraged)



- The focused attack is difficult, so it's useful only against hardy foes.
- Remember to blast the foe from a distance to "enrage" it. A foe becomes enraged when your target briefly pulses in an oval.
- Now keep moving in the same direction (usually backing up) until time slows. Then make an evasive maneuver!
- Wait for the targets to merge, and as soon as you see the red target, shoot! This causes massive damage and takes out bears with one shot!



The focused attack is useful, but if you mistime it (as shown here), expect a severe mauling. It's easier to leap about and slay the bear with evasive moves.



Run to the top of the stairs, following the passageway left, then right as it stops abruptly. Run and jump toward the vertical pole. You automatically grab and hug it. Use this pole to practice the following techniques:

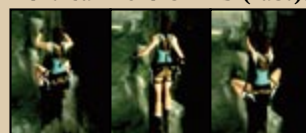
NEW MANEUVER

Vertical Pole Climb:



[L3] + ↑ (when vertical pole is grabbed)

Vertical Pole Climb (fast):



[L3] + ↑, then hold ▲ (when vertical pole is grabbed)

Vertical Pole Descent:

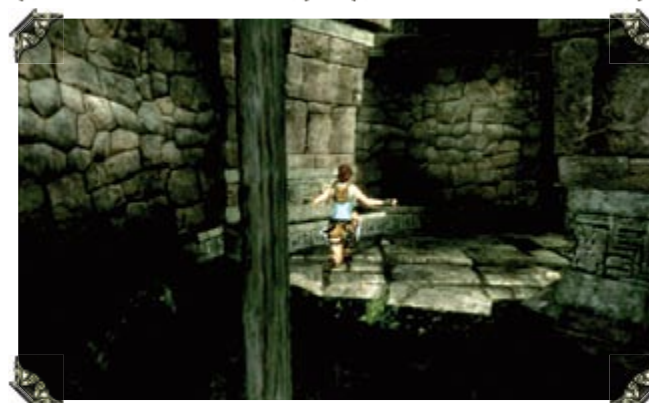


[L3] + ↓ (when vertical pole is grabbed)

Vertical Pole Turn:



[L3] + ← or → (when vertical pole is grabbed)



When you're comfortable climbing and descending the vertical pole, drop off into the pit and check out the right wall. Step on the falling stone piece, leap to the ledge lip, and shimmy left. Laterally jump to the next lip (picture #1), vault up, and then back jump (picture #2) to a second pole. Climb this, turning so your back is to the upper stone floor, and leap off the pole (picture #3), landing on the floor. Run down the next passage.

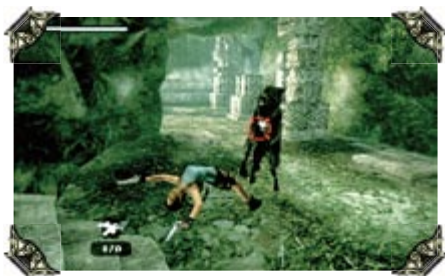
VIOLENCE IN VILCABAMBA



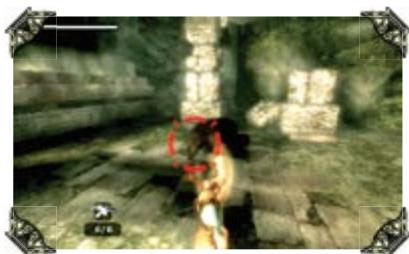
Welcome to Vilcabamba! You're the first Westerner to ever see this fabled place! Run to the top of the stone steps. You can drop off to the right, and risk

slight damage (which is reasonable if you're trying the Time Attack), or else descend the stairs normally.

As you turn and descend the second flight of steps, draw your pistols. Two ravenous wolves charge your position. Shoot them as they close, then back up the steps with evasive jumps, and finish them.



When you encounter foes, fight them by backing up. Don't run past them into an unexplored area and risk attracting as-yet unseen foes into the fight. Plus, the area you just explored is easy to negotiate.



With the wolves defeated, run past the three entry carvings on your right, turn left, and stop at the steps leading to the village entrance. A bear lollops forward from behind the waterfall pool in the village square. Shoot at it (picture #1) immediately to enrage it, then back up, launch an evasive maneuver, and defeat it with a well-placed shot. The village on Vilcabamba's outskirts is now secure!

TIME TRIAL TACTICS

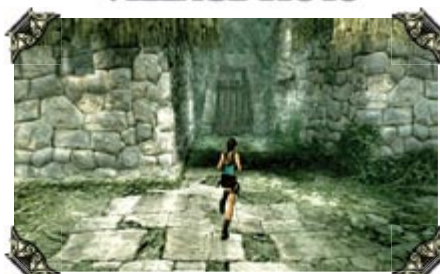
The route is the same as the regular path, except there's no need to waste time practicing moves on the pole, and you can dive straight into the pool without battling the wolves or bear.

CITY OF VILCABAMBA

Tasks 1 and 2

TASK 2: OPEN THE VILLAGE EXIT DOOR

HUNT IN THE VILLAGE HUTS



It's time to explore the village! Run to the square pool with the waterfall cascading down into it, but don't jump in yet (because you can't get back out). Instead, check the two huts at the far end; both have gates you can't access. The exit gate (as shown) requires a key.

The small huts to the side of the pool and near the entrance steps have nothing of value, although the vertical pole on the left perimeter is interesting; come back there later. For now, enter the pool. To show off, make sure you swan dive in (X, then quickly press ●)!



Make sure you're facing toward the exit gate when you dive into the pool, because there's an underwater tunnel in this direction. Learn your four swimming techniques, then begin to journey into the tunnel.



NOTE

You cannot exit the pool (from this location) once you are in the water.



You have only a limited amount of air, so surface before you head into the tunnel, and swim quickly to ensure that you don't drown!



- Practice the four main swimming techniques.
- Be sure you learn them, then surface to collect more air, and *then* swim down the tunnel.
- You can **dive**, swim to the surface, swim normally, or swim quickly.

NEW MANEUVER

Dive:



● (when underwater)

Surface:



× (when underwater)

Swim:



[L3] + ↑ (when underwater)

Fast Swim:



▲ (in time with breaststroke swim when underwater)

Swim quickly down the tunnel, turning right, swimming over the debris, and straight toward the underwater lever ahead.

Ignore the low air supply warnings; the area above is sealed! Wrench the lever down with ▲.

The lever activates and retracts a trap door above you. Quickly surface, pressing ×, and catch your breath. Now climb out of the water, by the retracted door. Turn left.



You're inside one of the village huts. Ignore the set of wooden steps for the moment, and move to the lever on the left wall, near the closed door. Pull the lever (picture #1) and the door creaks open. You can head out, back to the open courtyard and village pool and waterfall. The exit is to your right, just around the corner. You can now move back and forth without needing to swim.



Head back into the hut, and climb the stairs. At the top is an open doorway. Sprint through it, and jump the gap directly above the lock and exit door below you. Grab the doorway on the other side, and pull yourself up.

Sprint forward to the end of a collapsing wooden platform, and leap across the chamber to the ledge opposite. You can just manage this leap (as shown) before the planks crumble beneath you. On this alcove is a Small Medipack.



If you mistime this leap, or can't reach the Medipack with a jump, pull the nearby crate under the ledge, then stand on the crate to reach the alcove.

You obtained the Small Medipack!

THE KEY TO THE DOOR

Inspect this second hut. A crate contains what appears to be a desiccated body. **Push or drag** the crate, removing it from the alcove. The crate concealed a hidden chamber!



TIME TRIAL TACTICS

If you're not planning to stick around, push this crate forward; it's quicker than pulling it back into the hut.



If you're after the Artifact, pull this crate backward; it's easier to maneuver out into the village courtyard.

NEW MANEUVER

Crate Push or Pull:



▲, then [L3] to push or pull, and [R3] to swing camera behind



When maneuvering this, and other objects that need to be pushed or pulled, use [R3] to control the camera, effectively "steering" with this control, and pull the crate rather than pushing it; it's easier.

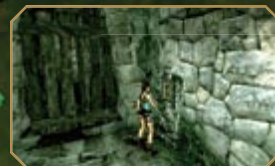
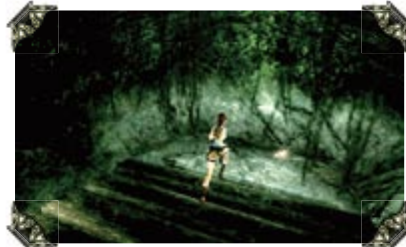
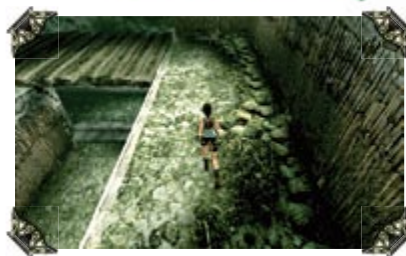
Leave the crate and run into the hidden room behind where the crate rested. Turn left, and inspect the small dead-end straw corner. Resting here is a **Village Key**. Take it, and optionally inspect it in your inventory with [SELECT]. Now check out the sides of this hidden room.



You obtained the Village Key!

CITY OF VILCABAMBA

Task 2



There's a second floor to this residence, accessible only via clambering on the cage crate. Drag the crate to the side, then use it to jump onto a balcony overlooking the hut. Run over the short wooden bridge to an ivy-covered alcove, where you'll discover some Health and shotgun ammo.



You obtained the Small Medipack!



You obtained the shotgun ammo!

You have the Village Key and can now exit. Drop down and step back into the main hut room, and bring your pistols out. Target the lock on the wooden door and blast it. The doors swing open.



Head back out into the village courtyard, and make a left turn. Head between the two huts you just explored, if you wish to leave this place, and insert the Village Key

into the large lock on the right wall. The exit gate rumbles open.



Bring your pistols out as the gate opens; wolves are on the prowl!

TIME TRIAL TACTICS

Once the key unlocks the door, ignore the following task completely, and head into the next part of Vilcabamba.

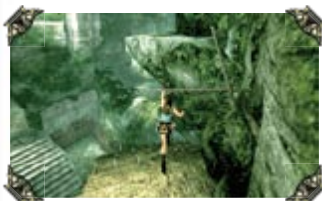
TASK 3: SCALE THE HEIGHTS AND OBTAIN THE ARTIFACT

THE CRATE ESCAPE

Stop! Before you continue your adventure, optionally grab the crate from the hut and drag it outside. Maneuver it past the small hut, the pool, and push it up near the vertical pole.



Let go of the crate, then climb up onto it, and leap to the vertical pole (picture #1). Grab it and climb up (use ▲ to speed up this process). At the top of the pole, turn around so your back is toward the small low stone retaining wall, and then leap and grab it.



There's a spectacular view of the village from here, but concentrate on running forward, leaping to the jutting horizontal pole, and then jumping off, grabbing the edge of a high, small ledge. Clamber up onto it, and produce your pistols. Shoot two incoming giant bats coming around the left corner.

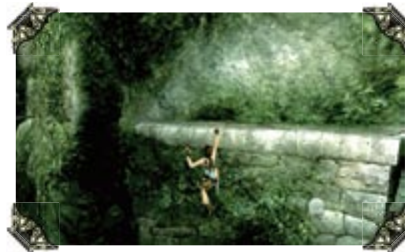


CAUTION
Make sure you defeat all the giant bats before you try grappling. Otherwise, the bats can attack you, causing you to fall and take a sizable amount of damage.

GRAPPLE AND GRAB



With all bats defeated, run and jump off the ledge, throw your grapple, and latch onto the ring. Line yourself up with the ledge lip opposite, and begin to swing back and forth. You need considerable speed! Let go when you're at the closest possible point to the lip, and grab it, then hang from it for a moment.



Edge left, shimmying to the end of the ledge, and then jump to the jutting pole. Flip up and off the pole in a fluid motion; you're aiming for a second jutting pole.



Leap from this pole and aim for the jutting rock waterfall that cascades into the square pool below. On the bank of this waterfall, under a twisted tree, is the Artifact.



Grab it, then defeat a couple of flapping bats.

You obtained the Artifact! (1 of 1)

You must now return to the village exit. The safe way (shown here) is to leap to the thatched roof of the hut, and slide down....



The stylish way is a swan dive into the pool (or onto the courtyard) below. Now head to the door and unlock it, if you haven't already.

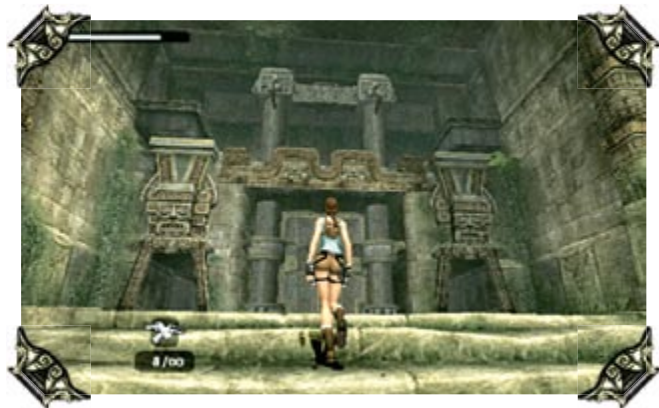
TASK 4: GAIN ACCESS TO THE INNER PASSAGES

UNLOCKING THE LEFT GATE

As soon as the gate opens, brandish your pistols and deliver some hurt to an incoming wolf. Stay back, because the corridor is tight, and it's better to back up and defeat it.

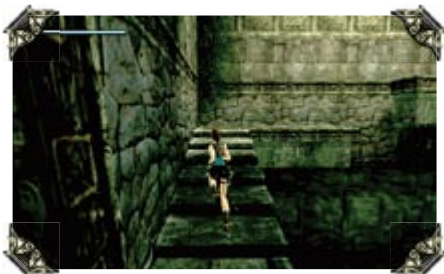


Now move into the darkened passageway. Two more wolves are incoming, but this time, race forward, around the carving, and out into a stepped courtyard entrance. Bound up the steps, avoiding the wolves, and slay them with a precise mixture of gunfire and acrobatics.



At the top of the stairs is a ceremonial gate, made from thick metal, and latched with a complex locking mechanism. Either side of the gate is a carved doorway entrance. You can take either one. Head left if you wish to follow this walkthrough.

Enter the left doorway. There's an almost immediate left turn. Head up the few steps until the passage opens into a square pool chamber. Ignore the water, and turn left. Head up the steps.



CITY OF VILCABAMBA

Tasks 3 and 4



Turn right, and then make a long jump and grab the jutting platform on the wall. Lift yourself up and onto it. Run to the end, then turn right and jump diagonally (as shown) to the ledge lip.



Shimmy right, along the lip until you reach the gap, and then laterally jump it. Continue shimmying to the corner, then look behind you. Jump across the long gap, and grab the ledge with the doorway above it.

Head through the doorway and run up the three short, narrow passages, turning left until you reach this ledge. You're above the pool you entered earlier. Edge forward with your guns drawn, until the three giant bats are dislodged from under the opposite ledge. Dispatch them (picture #1), and then leap the gap.



CAUTION

If you leap the gap first, you can get bitten and fall into the pool.



Climb up onto the ledge, and race forward. You're now above the steps where you took care of the wolves. Move right slightly, and leap off the end of the ledge, so you grab a jutting metal plank. Your momentum rotates the metal pillar it is attached to, and an unlocking mechanism slots into place.

UNLOCKING THE RIGHT GATE



Drop down to the area above the gate, and then drop over the right entrance, using ● to limit your fall. Enter this next doorway, and follow the passage inside to the right.

You appear in a pool room like the one you encountered earlier. However, the ledges are set out differently. Turn right, head up the steps, turn left at the corner, and jump off the far end of the flat ledge.



Before you scale this pool area, be sure you take a dip into the water below. In the middle of the pool is a health pack; grab it!



Grab the lip edge, shimmy left a little, then vault up to the carved lip. Shimmy left again, then vault upward (picture #1) to the upper lip. Shimmy left to the shadow on the wall, and to the very end. Make a long leap (picture #2) to a second carved lip, then shimmy left to the doorway ledge.



Enter the doorway, and make a series of tight right turns as you run up the narrow sloped passageway to the exit doorway overlooking the pool room. Bring your pistols out

but look up; giant bats are descending from the ceiling!

Leap across the gap to the opposite side, and then run out and above the metal gate, leaping to the protruding plank and swinging around to bring the second gate into an unlocked position.



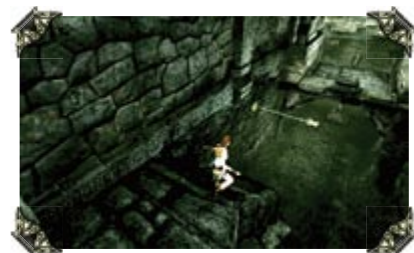
With a grinding noise and a blast of dust, the gate creaks open, revealing a dank passage beyond. Drop down, using ● and the ledges above one of the two doorways to stop your falls, and enter the gates.



TASK 5: PERSEVERE ON THE PERILOUS PASSAGeways

NEGOTIATE THE POLES

Follow the passage as it bends left and right, until you reach the gap in the floor and a right turn. Leap across the gap to the far left corner, and turn right. Slide down the sloping stone jutting out to the horizontal pole (picture #1), then leap and catch the pole, swing through, and somersault to the derelict span in the middle of the passage. Pull yourself up. You have several options:



Escape: Clamber up to the derelict span, and face forward. Ahead is the top of a vertical pole. Line yourself up and jump off the end of the span and onto the pole tip.

Regain your balance with ▲ if you wobble. Then leap to the upper passageway, ahead.

Investigate: Either pull yourself up, or drop down to the lower ground. Up top, you can aim at a wolf, or else evade and shoot it on the lower level. Defeat this beast!



Now inspect this area. Under the span is a tiny alcove with a crate in it. Check that in a moment. First, bend down to pick up the **shotgun ammo**. You don't have this weapon yet, but extra shells are great to have!



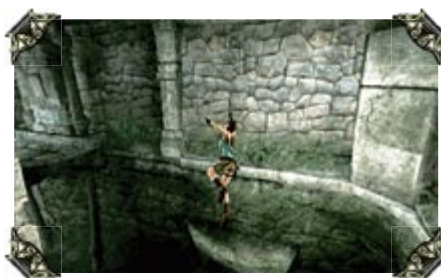
You obtained the shotgun ammo!



You can climb the vertical pole, but it leads nowhere. Grab the crate, pull it out of the alcove, and maneuver it to the corner of the lower room adjacent to the stone slide. Then

leap on the crate, up the ledge lip, and retrace your steps, using the "escape" path, detailed previously.

DODGING THE DARTS



Turn left, and run to the next gap in the upper passage; launch yourself off the edge with a leap, and grab the ledge lip ahead. You can shimmy to the right and leap back to the

passage you leapt in from, but otherwise, you must drop down.

Run to the opposite end of the lower pit, around the broken pole, and to the upright one with the fallen masonry near it. Step onto the masonry, leap to the ledge lip, and shimmy right.

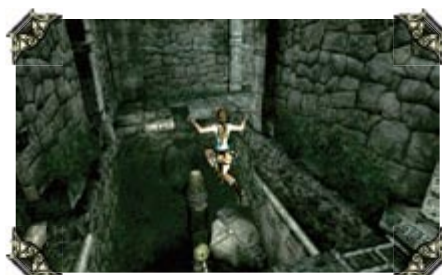


CITY OF VILCABAMBA

Task 5



Look back at the vertical pole; there's a horizontal one sticking out of it. Jump and swing around, then leap to the ledge lip opposite. Vault up, then shimmy left, to the span in the room's upper middle. Shimmy around to it.



Darts spit out from openings on the left side. Once a set has passed, quickly clamber up and run to the middle of the span, then spin

around. Line yourself up with the top of the vertical pole, and after another set of darts, leap and balance on it, then leap across to the left part of the derelict upper passageway.



Don't leap to the right part of the upper passageway, as it's too far to reach.

Turn right, and run through the snaking corridors, away from the initial Vilcabamba catacombs, and toward the sounds of running water. The Lost Valley awaits!



TIME TRIAL TACTICS

Waste no time obtaining the Shotgun Shells in the first of the two corridor sections. Otherwise, run the area as instructed.

Time Attack Time to Beat: 00:07:00

PERU

PART 3: THE LOST VALLEY

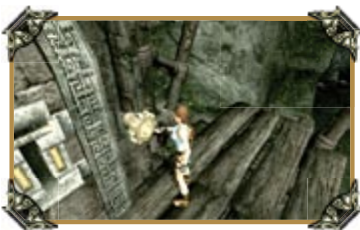
THE LOST VALLEY: OVERVIEW

Get ready to uncover much more than you bargained for! The Peruvian mountains open into a sprawling valley, complete with its own ecosystem and beasts you thought had long since died out! To finish this area competently, you must be aware that there are two main areas: a massive waterfall chamber with a huge cog wall, and the exterior of the Lost Valley itself. The exit is behind the waterfall, and to reach it you must stem the waterfall by lowering a dam wall. Do this by placing three brass Cogs at different sections of the cog wall itself. The first Cog is easily spotted. Then, after negotiating the waterfall chamber, you must trek through a series of deadly chambers with sloping platforms and bottomless drops, before emerging into the daylight of a lost world. After bringing down the biggest beast you've ever bagged, you can claim your second Cog. Then there's the small matter of negotiating the entire perimeter of the valley exterior to get back to the waterfall cavern. Only then should you investigate the area above the waterfall, where your last Cog remains.

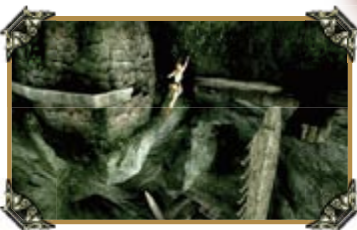




TASKS TO PERFORM

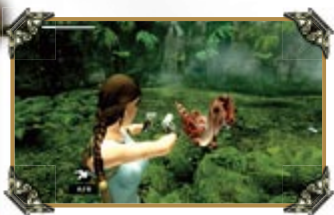


1. Insert the First Cog into the Waterfall Dam Mechanism



2. Exit the Waterfall Chamber

TASKS TO PERFORM (CONTINUED)



3. Fight Your First Prehistoric Foe



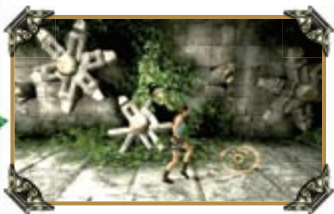
4. Boss Battle! Defeat the Fearsome Tyrannosaurus Rex!



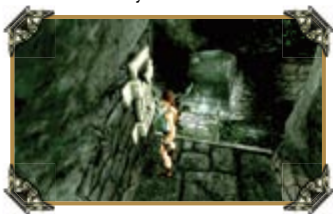
5. Locate Your First Valuable Artifact



6. Claim the Second Artifact



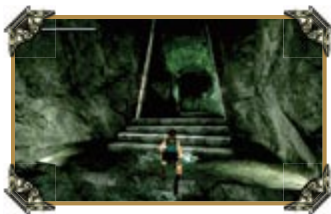
7. Claim the Third Cog



8. Open the Gate



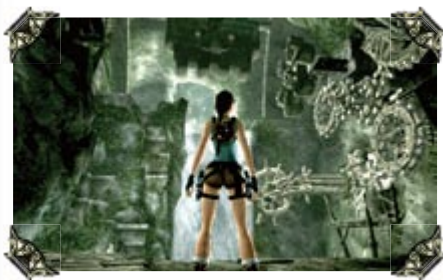
9. Dam the Waterfall



10. Claim the Relic and Exit

TASK 1: INSERT THE FIRST COG INTO THE WATERFALL DAM MECHANISM

GROUND-LEVEL GATHERING



You step into a huge cavern, with an equally breathtaking waterfall streaming down the rock wall at the opposite side of this chamber. To the right is a

baffling and complex series of cogs that seem to be connected to a giant sluice gate hanging above the waterfall.



There's nothing in the wolves' cave, except what appears to be a narrow vertical shaft you can't reach. Instead, walk over and examine the shiny object at the bank of the waterfall pool. It is a Cog, and it looks to be in good shape!



NOTE

The plan here is to release the sluice gate, which slows the gushing torrent of water considerably. Peer through the waterfall, and you can just make out an entrance that is currently blocked due to the pressure of the water flow. Could this be the entrance to the fabled Tomb of Qualopec?

You have other problems to deal with first, however. Drop down from the crumbling stone steps you're standing on, and bring out your pistols. Two wolves scamper from a small cave to your right. Defeat them.



You obtained a Cog!

TIME TRIAL TACTICS

Move directly to the ladder on your right, at the foot of the cog mechanism. The following two items are optional.



Now investigate this plunge pool a little more closely. Execute a swan dive into the cyan waters, and immediately turn 180 degrees around.



An underwater tunnel runs below the grassy surface where you fought the wolves. Swim fast, into the tunnel, following it to the right, and then surface almost immediately afterward. You appear in a tiny grotto, with a small piece of earth to climb onto. Resting here is a Small Medipack. Grab it, and retrace your swim.

You obtained a Small Medipack!



Move to the ground to the left of the plunge pool, run around to these two boulders (picture #1), and jump up onto them. Follow the short path, and leap to a ledge lip protruding from the rock wall left of the waterfall. Vault up, shimmy left, and climb up onto a couple of tiny plinths. Resting on the larger one (picture #2) is a box of shotgun ammo. Grab it.

You obtained the shotgun ammo!



You may wish to save these shells until the very end of your excursion. Grab them just before you leave this place, or don't die before you return here for the final time, so you keep this ammo!

CLIMBING THE COG WALL



When you've finished exploring the lower levels of this chamber, move to the base of the cog wall, and jump at the wooden ladder. **Climb**, execute a **fast climb** and

learn that you can **leap off** a ladder too. Scale this ladder.

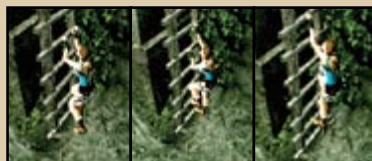
THE LOST VALLEY



Task 1

NEW MANEUVER

Ladder Climb:



L3 + **↑** (when on a ladder)

Fast Ladder Climb:



L3 + **↑** and **▲** (when on a ladder)

Ladder Leap:



X (when on a ladder)

TIME TRIAL TACTICS

Be sure you use the fast ladder climb when ascending this and all ladders you climb in the future.



At the top of the ladder is a small wooden platform, with a wall lever and small rod next to it. Step over to the rod, and produce the Cog you found on the ground below, and insert it onto the rod. Now pull down on the lever, and a portion of the cog wall grinds to life!

TASK 2: EXIT THE WATERFALL CHAMBER

CLIMBING TO THE HIDDEN ALCOVE



As soon as the cog wall begins to move, turn right, and leap at the horizontal pole sticking out of the large moving cog above you.

This next maneuver takes some skill. Wait a second or so, and then leap from the first pole to a second pole coming toward you, on the larger cog. This pole is moving counterclockwise. When you grab this pole, immediately launch off (as shown) and grab the rickety ladder.



TIME TRIAL TACTICS

This technique is the fastest way to navigate these first two cogs, and it's very useful when attempting a quick Time Trial time.



If you wait too long, or don't want to chance missing the poles, swing on the first pole until one of two poles on the second cog is within reach and below you, and then leap. Then hang from the pole until you've rotated to the top of the cog; you can easily make the ladder jump now.

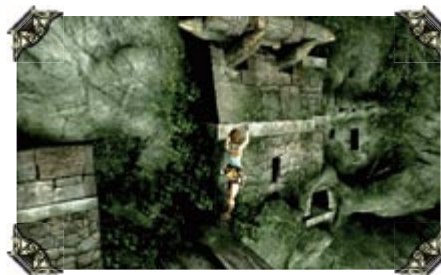


Clamber to the small wooden platform above. This has a lever and a rod for another Cog, which you haven't found yet. Ignore this lever for the moment, and leap to the ledge lip to the right of it.

Shimmy right, laterally jump the gap in the lip, and shimmy right again, around the corner. Now vault up to another lip, turn, and jump to a wooden platform directly above the lever you just ignored.



Unless you're attempting a speedy completion, take a moment to survey this chamber. Ahead and on your right, if you face out to the plunge pool below, is a tilted wooden platform; you return here much later.



For the moment however, continue your wall hanging. Turn and leap from the corner of the platform, and grab the ledge lip. Shimmy right, around the corner of the primitive

settlement built into this wall. You now have a choice:

Position yourself at this precise point. Line yourself up with the dangling rope and the left edge of a tiny ledge lip and small opening below. Then either drop (to the hidden alcove) or vault (to the route to the upper cavern).



PATH 1: THE HIDDEN ALCOVE



Drop and grab, then recover and pull yourself up onto the ledge of the small opening in the wall. Crouch and move through, then slide down into a small antechamber. Climb the broken platform, grab the Large Medipack, and then exit via the doorway adjacent to the platform. You slide down to the ground, dropping into the small cave the wolves attacked you from. Now retrace your steps all the way back to the ledge lip you dropped from.



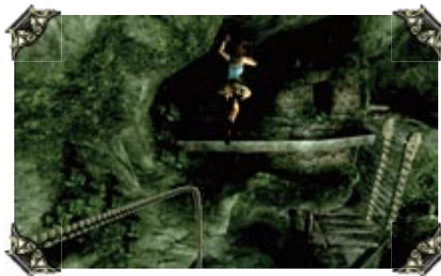
TIME TRIAL TACTICS

There's no reason to take this route when you're trying to shave seconds off your completion time. Ignore the hidden alcove.

NOTE

Once you enter the hidden alcove and slide to the base of the broken platform with the Large Medipack on it, you can't return to the opening; you must descend via the slide.

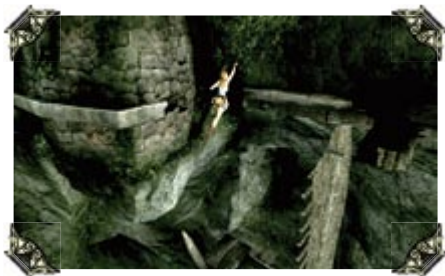
PATH 2: ROUTE TO THE UPPER CAVERN



Vault up to the ledge lip above you, turn, and jump to grab the dangling rope. Turn left 90 degrees (rotate the camera too), and begin to swing back and forth.

Leap at the end of the swing, flying and grabbing the long ledge lip.

Dangle from the lip, shimmy right, around the corner, and then laterally jump to the lip above a cave tunnel entrance.



Drop vertically down from the lip above the entrance, landing heavily on the wooden platform. This dislodges the broken ladder to your right, and it falls away from you, the rungs shattering off.



NOTE

This fallen ladder debris (with the horizontal pole at the end) is the route to reach another Cog, and a hidden shotgun. If you wish to attempt to claim these items now, complete Task 7 and 8 (starting on page 80), and optionally Task 9, then swim and drop down to the base of the main waterfall, climb the cog wall, and begin Task 3 afterward.

THE LOST VALLEY

Tasks 2 and 3

TASK 3: FIGHT YOUR FIRST PREHISTORIC FOE

CHASMS AND CATACOMBS



Enter the tunnel entrance, run to the large fallen boulder, and crouch down, walking on your haunches to a rocky path on the other side. Draw your weapon because a large bear comes charging your way! Dispatch it!



For an easy takedown, leap left to the wooden beamed structure, and aim down on the bear from here. Ignore the bear completely if you're worried about Time Trial times.



With the bear defeated, clamber over the jutting rocks and wooden sections to a narrow wooden platform. Move to a stone wall, turn left, and vault up the lips to an upper vantage point. Leap back, scramble up, and move onto a small wooden overhang.



There's something sparkling on this overhang. Bend down and pick up a clip of 50 caliber pistol ammo, then turn around, and leap to the corner lip of an upper stone protuberance (picture #1). Shimmy right, then jump back, landing on a vertical pole. Shift the camera so you're in line with the second pole, and jump to that, then the exit ledge.



You obtained 50 caliber pistol ammo!

NOTE

You can spend a moment looking at the opposite wall, on the wooden overhang, by leaping the two poles. Check the wooden slope (you can even leap to it), and two small openings. Return to this part of the chamber on your way back through here.



Slide down the broken wood platform, and turn right. Ignore the two poles and go through the gap in the wall. Head up the small section of stone steps.

NOTE

If you must, you can attempt to climb the first pole, then slide and leap to the second. This leads back to the room with the wooden overhang where you fought the bear; it's better to leave this exploration until you return here.

TIP

There's an Artifact to collect in these parts, but once again, it's better to wait and claim it on your return route. See the section marked "Return to the Bear's Lair" later in this chapter for more information.

Turn around at the top of the steps, and stroll over to pick up some shotgun ammo in a box. Then head into the next chamber. Two wooden slides lead to an inky drop!



You obtained the shotgun ammo!

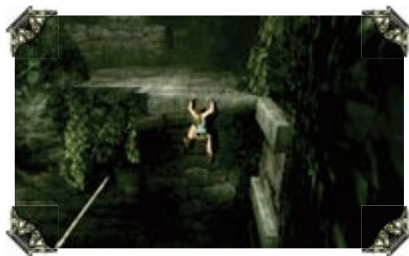
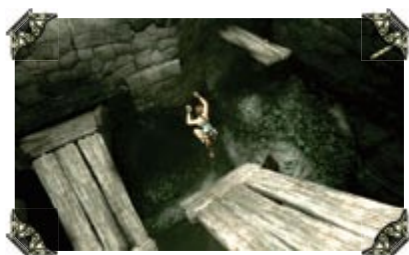
TIME TRIAL TACTICS

Ignore the ammo collecting as well as any health during this part of your run, and no backtracking!

CAUTION

Beware! Mistime a leap, and you could fall to a murky demise!

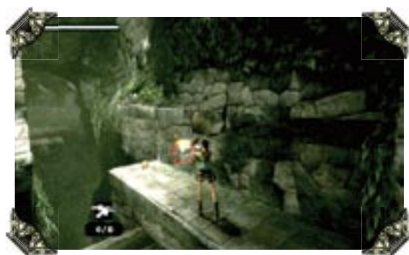
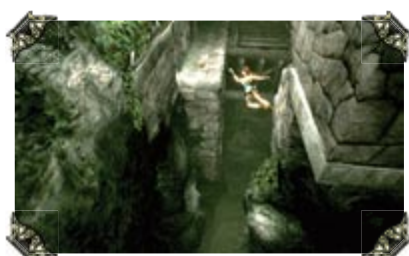
Leap forward, over a wooden slide to the second wooden slide directly ahead of you, and slide down (picture #1), then leap to the stone ledge lip. Shimmy to the right (you can vault up, but this is only useful to reach the first wooden slide), leap to a small platform, and pick up more shotgun ammo. Carefully turn right, and leap to a pole. Swing and grab the stone ledge lip, and vault up. Shimmy left, and drag yourself up onto a stone floor.



You obtained the shotgun ammo!

DEADLY DROPS AND WEAKENED WOOD

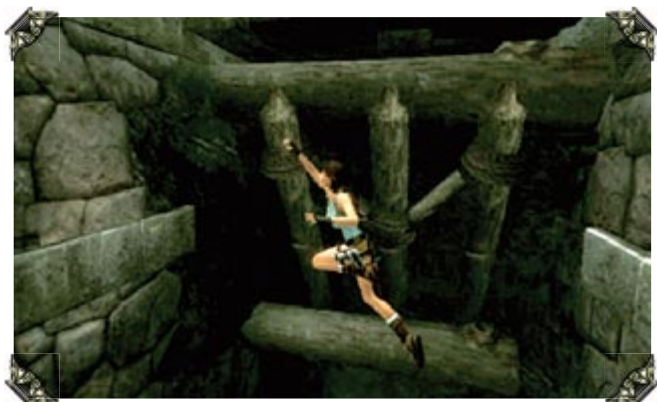
Turn right, and view a long, thin chasm ahead of you. Jump to the ledge lip on the wall ahead and slightly right of you, and shimmy around to the left. When this ends, laterally jump (picture #1) to the left ledge lip. It is **very important** that you shimmy right quickly (with **▲**) because your arrival dislodges three giant bats. Shimmy to the narrow stone floor, and blast the bats. Then collect the Large Medipack.



CAUTION

When defeating the giant bats, don't make any evasive moves or sidestep left. You're likely to plummet off the edge of the stone floor! Instead, retreat onto the wooden section of floor.

You obtained the Large Medipack!



Before you continue, turn and drop from the stone floor, and again to a lower lip, then edge left, drop once more to the alcove entrance, and pull yourself up and in. This cunningly hidden alcove contains a Small Medipack.

Exit the alcove by making a long leap diagonally up and right to the tiny ledge lip. If this is too dangerous, jump to the lower lip, then edge right, and vault up instead. Continue your vaulting, then turn and leap, and pull yourself back up to the floor where you fought the bats.



You obtained the Small Medipack!

TIME TRIAL TACTICS

Ignore the bats and the descent to collect the Medipack from the alcove.



Run onto the wooden platform, and pull yourself up and over the low ledge, and into a winding tunnel thick with humid air. There's only one way: forward! Continue your progress until you reach this area (picture #1) with the suspicious wooden floor. Stand on it, and you drop down onto a moss-covered slide. Bring out your pistols as you fall. You emerge into an upper clearing.

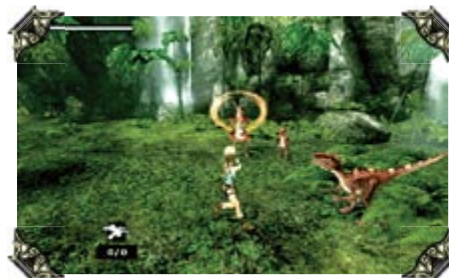
THE LOST VALLEY

Task 3



NOTE

You can't jump this weakened wooden floor. You must fall through it.



What fresh hell is this?! A trio of large, sharp-fanged raptors trot your way. These were supposed to have died out millions of years ago! You must defeat all three of

them. Stay out of the cave entrance, circling them and moving evasively. Take them down quickly with focused attacks if you can. There are six raptors in this area.

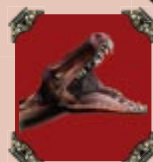


TIP

There is a Small Medipack just to the right of the entrance you came out of, two more along the right wall, and a Large Medipack behind some stone pillars, to the left. Grab these if you wish; leave one raptor and pick as many up as you can, or wait until later in your adventure. The available items are shown in the section of this chapter entitled "Scavenger Hunt: Upper Clearing."

FOE: RAPTOR

Shockingly surviving for millions of years in the seclusion of this lost valley, raptors roam the area in packs of three, hunting for food that they tear with their razor-sharp teeth and talons. They are faster than a wolf, and as tough as a bear but more nimble. It takes around 20 pistol shots to down a raptor. Fortunately, the open space allows you to take evasive maneuvers. Back up and leap around each raptor, concentrating on defeating one at a time, ideally with focused attacks.



BOSS BATTLE! DEFEAT THE FEARSOME TYRANNOSAURUS REX!



As the last raptor falls, more scamper from around the central rock island. One is flung into the perimeter rock, as a massive beast stomps into view with a raptor clinging to its scaly hide! It rips the raptor, flings it away, and charges you! A mighty Tyrannosaurus Rex is on the loose!

ACTION EVENT!



The T-Rex is closing in on you fast!
Press ● quickly!



Success!: You leap to the side just in time, and avoid those steel-trap jaws!



Failure!: You're scooped up in the beast's mighty jaws, and crushed!



A raptor spots you and is ready to pounce!
Press R1 at once!



Success!: You dive back with both pistols blazing, and drop the raptor!

Failure!: You fall as the raptor lands on you and stabs its jaws into your head!



The raptor's body is sliding toward you! Press X now!



Success!: You leap over the body, and begin your fight with the T-Rex!



Failure!: The body slides over and traps you. The T-Rex bites down hard!



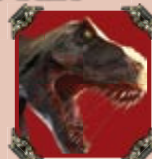
The Tyrannosaurus Rex looks at you and prepares to attack!

The following battle is more terrifying than it is difficult. Keep a clear head, keep those pistols firing, and master the focused attacks to ensure victory! Begin by retreating from that gigantic maw!



FOE: TYRANNOSAURUS REX

A frightening foe to behold, the T-Rex's devastating bite can quickly defeat you. It can headbutt you, too, which sends you flying. Recover with X if this occurs. Defeating the T-Rex relies on the perfection of the focused attack; execute around 10-12 of these and the mighty foe will fall without you taking a scratch.



Begin by circling around the beast, firing at it.

Continue to blast away at the T-Rex until it becomes enraged, as shown.



NOTE

The beast has two energy bars:

- The top one is the beast's health. Whittle it down to nothing!
- The bottom one is the beast's vulnerability to a focused attack. Fire and this builds up. Stop firing, and it drops.



When enraged, the beast usually attempts a massive swinging headbutt and roar. Evade it and fire.

The roar is the key to back up continuously, so you can start the slow-motion action of a focused attack. Stop firing now.



Dive to the side with **●** to execute a focused attack. Two white target reticles appear.



Wait for it! As soon as both reticles merge and turn red, instantly fire. The shot hits the T-Rex in the eye!

As soon as you make a successful shot, the T-Rex charges past you (if you dove to the side, which is recommended). Keep its vulnerability up by constantly firing at it.



THE LOST VALLEY

Boss Battle!



CAUTION



Watch out! Don't stand in front of the T-Rex as it charges; keep a circular path or you can be bitten or shunted. This also means you must fire for a lot longer to activate your focused attack.

Usually after three successful focused attacks, the half-blind beast hurtles into the perimeter wall of sharp logs. This allows you to quickly aim another focused attack.



TIP

You can utilize this wall slam technique against the T-Rex earlier in this fight if you back up along the pathways in the ground; these lead directly to the sharp logs and perimeter wall.



The beast crashes into another wall after another three or four focused attacks, and with constant firing, the T-Rex falls after about 10 focused attacks.

TIP

You can defeat the T-Rex after just three focused attacks if he hits a spiked bar every time.

NOTE

You can also defeat the T-Rex by simply firing a massive number of bullets into its hide, and ignoring the focused attack plan, but this takes far too long, and can result in hand cramp!



TIP
You can use the shotgun found behind the waterfall in the cog room, but pistols are easier and don't run out of ammunition.



The beast teeters and turns to find you, now blind in both eyes, and lets out a bellow that could strip paint. You draw both pistols as it advances on your position.

ACTION EVENT!

The T-Rex is closing in on you fast!
Press **●** quickly.



Success!: You lunge to the left, barely escaping those massive jaws.



Failure!: You're scooped and thrown like a rag doll, then swallowed whole.



The beast turns and prepares to charge you again! Press **[R1]** at once.



Success!: You fire two shots into its eye, and it charges the ruins.



Failure!: The beast's jaws bite down, and it tosses you against the ruins.



NOTE
After the battle is over, your location is the lower clearing. The upper clearing, where you entered and fought the raptors, is blocked by a large wall and cannot be entered.



TIP
If the battle isn't going well, remember to check the perimeter for Medipacks. The exact locations are detailed below.

TASK 5: LOCATE YOUR FIRST VALUABLE ARTIFACT

SCAVENGER HUNT: LOWER CLEARING



The destruction during combat with the T-Rex has left you in the lower clearing, and you cannot return to the area where you faced the raptors yet. For now, you can inspect, and leap on the fallen masonry near the dead T-Rex.



Before you enter the half-destroyed building the T-Rex ran into, hunt for items along the perimeter of this clearing. There's a Small Medipack just left of the T-Rex's body.





Proceed counterclockwise around the perimeter, and check this copse of palm trees. There's some 50 caliber bullets here, too.



You obtained the 50 caliber pistol ammo!

Run along with the perimeter wall to your right. These boulders mark the transition between the lower and upper clearing. You can drop down but not climb up at this point. There are some bullets to pick up, too.



You obtained the 50 caliber pistol ammo!



When you've finished inspecting this area, return to the site of the T-Rex's final stand, and run around the head of the defeated beast, into a small ceremonial pool filled with filthy water. Leap across to the stone promontory and inspect the shiny item on the ground. This is the second Cog, and you need it to operate the next part of the cog wall!



You obtained a Cog!

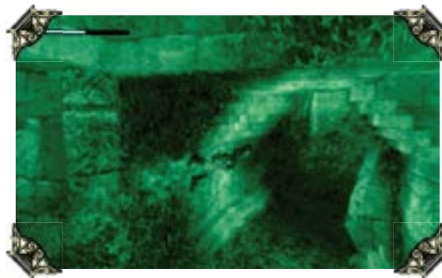
TIME TRIAL TACTICS

To quickly finish your T-Rex foe, use as many focused attacks as you can, then ignore the scavenging and pick up the Cog immediately. Ignore the item grabbing too.

THE LOST VALLEY

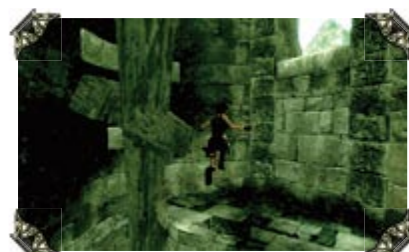
Task 5

TRAVERSING THE LOWER CLEARING PERIMETER



Turn and swan dive off the promontory, and locate the water-filled tunnel leading away from you. Swim into it, turn right, and quickly swim up and left when you reach the other side.

In the deep gloom of the derelict tower, grab the vertical pole and climb it, then leap off, onto the stone ledge. Turn left, and leap to grab a small lip. Vault up, then shimmy to the left. Make a lateral jump to the tiny ledge lip. Leap back, and stand atop the vertical pole, then leap again to the ledges on the opposite side. Vault up them, shimmy left, and then jump back (picture #2) to a doorway leading outside.

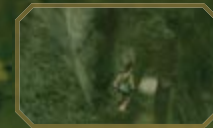
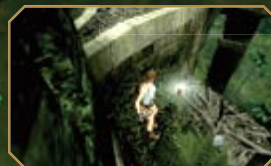


Turn right slightly as you run outside, onto the roof of the temple the T-Rex crashed into. In the middle of the edge of the roof is a Small Medipack. Grab it, then

backtrack and run over the upper part of the roof.



You obtained a Small Medipack!



x2

x2

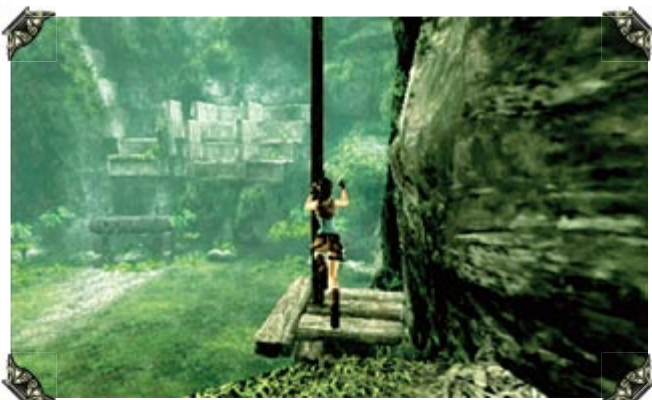
TIME TRIAL TACTICS

Ignore this Medipack and simply climb onto the roof and off the other side.



Be very sure of your footing as you run along the series of curved ledges and leap the gaps between them. If you fall, you must retrace your steps back into the building

where you found the Cog. There are three gaps to leap.



At the end of the ledges, avoid plummeting through a small gap on the way to a wooden platform with a vertical pole jutting up from it. Leap and climb the pole, then jump off, onto an upper rocky pathway. You're now above the upper clearing.

TRAVERSING THE UPPER CLEARING PERIMETER

NOTE

You can drop down and begin the optional upper clearing scavenger hunt at any time. The easiest time (when you suffer no damage from a fall) is mentioned in this next section.



Run under the natural arch, to the edge of the stone pathway, and leap right, to the small ledge lip. Edge and then leap laterally left, and shimmy around the corner.

When you reach the left edge of this lip, laterally leap again to another ledge, and then from here, jump behind you and land on the wooden structure. This is L-shaped, so dash along to the other end, drop down the slide (picture #2), and jump to grab the vertical pole before you drop off and down to the ground.



Rotate around the pole, then climb it as high as you can. Leap backward, cling to the wall, and leap over the wall, dropping down to the other side, where you can

grab a Small Medipack in the corner. Turn and head through the archway.

You obtained the Small Medipack!

Turn right, passing the fire pit, and through another entrance to a natural cavern. Ahead is a ledge. However, before you head up here, make a right and pass through the cave exit.



TIME TRIAL TACTICS

Ignore the cave exit, and the entirety of the scavenger hunt, and proceed to the continuation of exploring the upper perimeter.

SCAVENGER HUNT: UPPER CLEARING

Step out to the platform overlooking the upper clearing. Turn right slightly, and drop off the edge, onto a wooden platform with a Small Medipack resting on it. Claim the health.

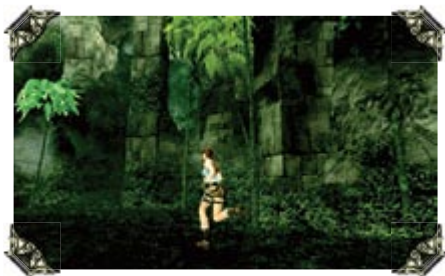


You obtained the Small Medipack!



This is the easiest spot to drop off from, as you won't be hurt by the fall. Land on the grass, and begin to hunt for items. This is only necessary if you want them all, or didn't collect everything during the raptor fight. The area to the right, with the arched bridge, yields nothing but a spectacular view.

Instead, cross the grass to the opposite wall, and start a counterclockwise sweep. When you reach this group of palm trees and stone pillars, run between the pillars and locate the Large Medipack.



You obtained the Large Medipack!

Continue along the perimeter. Just to the left of the cave entrance (where you fell down and engaged the raptors for the first time) is a batch of bullets.



You obtained the 50 caliber pistol ammo!



Run to the small waterfall in the corner of this fern-filled area to find another Small Medipack.

THE LOST VALLEY

Task 5

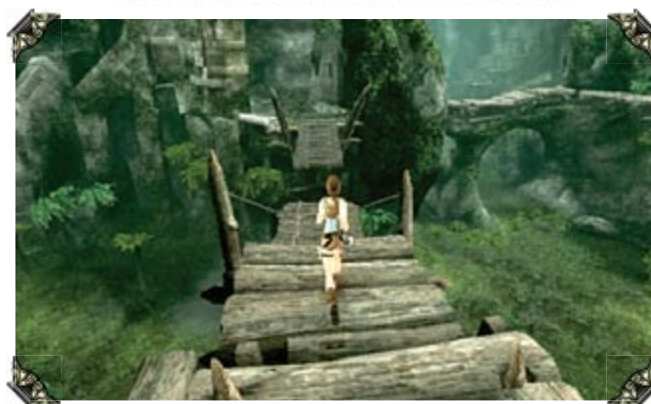
You obtained the Small Medipack!



Pass the clump of boulders, and run to this group of palm trees and two waterfalls. There's a Small Medipack between the two boulders between the waterfalls.

You obtained the Small Medipack!

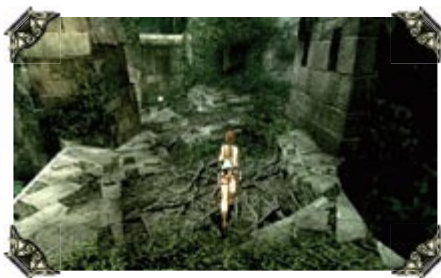
LOCATING THE ARTIFACT



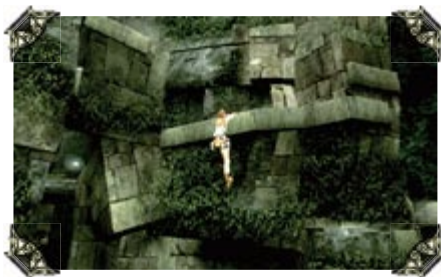
Climb all the way to the fire pit and cavern, and take the ledge up to the larger, upper exit. It leads out to this wooden bridge, which is half-collapsed. Jump across to the other side.



Run to the root-filled pathway with cracked paving, and past a ruined stone wall on your left, to a small dead end with a Large Medipack to scavenge. Bag this, then back up.

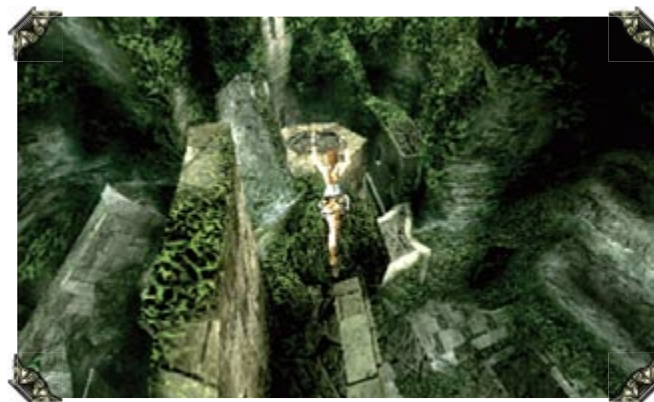
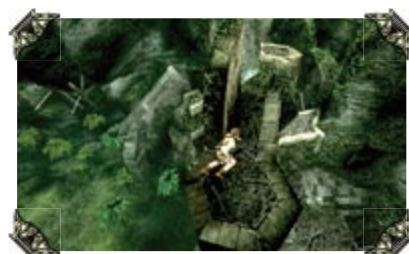
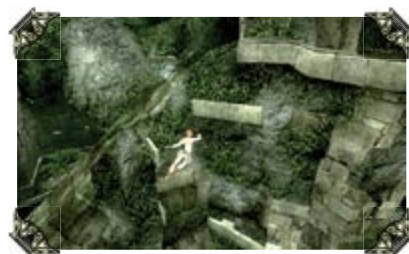


Inspect the ruined outer wall. Hang onto the lip and edge left, then drop down and continue shimmying left. As you reach this point (as shown), peer through the opening on the left; there's something glowing in there!



Position yourself in the middle of this lowest ledge, under the small ledge above you, and vault to it. Shimmy left, and then make a lateral leap across to the adjacent ledge.

Shimmy left, around the inside corner, vault up to the top ledge facing inward, and then jump backward, as shown. Shimmy right, vault up, and shimmy right, all the way to the top of this turret (picture #2). You have two choices:



Choice 1: The Artifact: Move to the edge of the flat ledge, and leap, as shown, to the turret across the gap. If you fall short or steer left, you'll hit the slide.



CAUTION

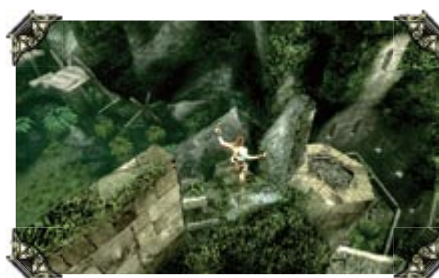
Did you miss this leap? Then you can't grab this Artifact unless you drop down to the clearing, lose all your energy, then restart at a Checkpoint, or retrace your steps from the location of the T-Rex battle.



Assuming you landed on the far turret, turn right and drop down to the small section of wall. Now turn and drop down to the small alcove; the Artifact rests on the other side of the wall. Once you've grabbed it, leap over the wall, and climb up the ruined outer wall again.



RETURN TO THE BEAR'S LAIR



Choice 2: The Slide: Get to the top of the ruined wall, run forward to the gap between the turrets, and leap left. You begin a long slide down and left.

Leap at the base of the stone column you're sliding down, onto another stone column, then wait a moment as you descend farther before jumping for and grabbing the first of two horizontal poles. Swing to the next pole, then to a wooden platform, and clamber up. An upper cave exit on the next wooden platform allows you back in the connecting corridors leading back to the waterfall chamber.



Dash into the cave entrance, and drop down onto a gloomy tunnel. You're at a junction.



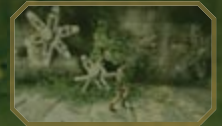
If you mistakenly took this route, you can return to the chasm room where you fought the giant bats, but this is slower than the preferred route, detailed now:

Take the left road; it's much quicker and less hazardous. Run through the winding tunnel, which is empty, until you spot this rock column ahead and right of you. You can look down into the chasm chamber you traversed earlier.



THE LOST VALLEY

Task 6

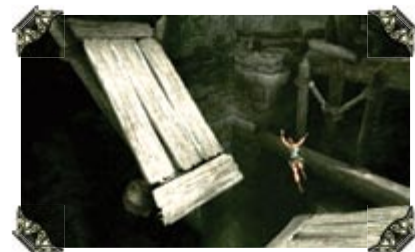


Run around the left side of the rock column to this stone slope (picture #1) and slide down it. Immediately jump and grab the ledge lip opposite. Turn and jump back, grabbing another ledge lip. There's another lip below you, but it's quicker to edge right, and laterally jump off the end (picture #2), onto the wooden platform below.

TIME TRIAL TACTICS

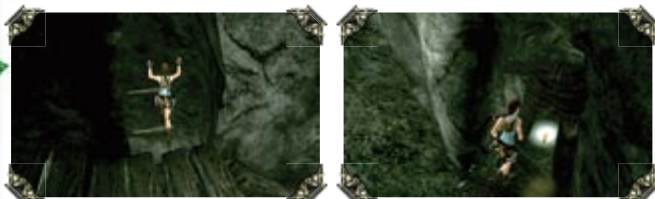
Ignore the Artifact, take the left winding path, and negotiate the chasm chamber as instructed.

Head onto the stone floor, and turn left. The wooden slopes with the inky drops await! Jump directly to the first slope, and slide right, then jump and grab the ledge lip on the right wall. Vault up, then shimmy left, and drop onto the second slope. Slide down that, and jump to catch another ledge. Vault up to another ledge, shimmy right, around the corner, and vault up and out of this room.



If you ignored or missed any items on your first pass through these chambers, be sure you grab them now.

Head right and down the stone steps to the fork in the road, leading back to the chamber where you defeated the bear. Grab and climb the central pole, then jump to land atop the shorter pole.



Push up and onto a wooden floor overlooking the bear chamber. On the left wall, there's an opening just before you reach a wooden slope, so leap into the vertical drop, and grab the two wall lips, dropping down as you go. Land, and check the area for a small slope to a tiny alcove. You find a small medipack and you can see the Artifact through a wooden barrier. To reach it, climb back onto the central pillar and jump to a slope along the wall of the area. Then jump to a ledge on the central pillar. After shimmying along the ledge, you can jump back into the alcove and claim the Artifact.



TASK 7 : CLAIM THE THIRD COG

BEHIND THE WATERFALL

Turn left, run to some rocks and climb over them, then run to the high platform overlooking the waterfall chamber. Turn left, line yourself up, then leap to grab the horizontal pole.

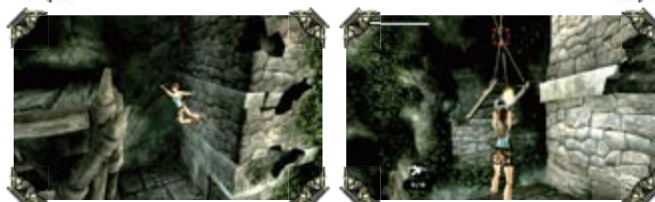


Jump across and make your first thorough inspection of the area above and behind the waterfall. Pass a dive point (try it out later!), and run alongside the rushing water, before turning right, running up three steps, and leaping across the river.

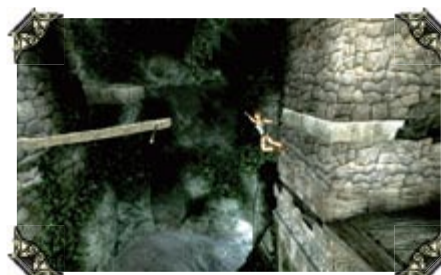
Jump across and make your first thorough inspection of the area above and behind the waterfall. Pass a dive point (try it out later!), and run alongside the



If you mistime your leaping and land in the river, you're swept over the waterfall and into the plunge pool below. There's a time and place for this plan—after you grab your third Cog!



Once you've leapt the river, turn right and jump to grab the ledge lip, and vault up to a second one. Turn and leap to a wooden platform, clambering up onto it. There are more lips to maneuver around, but before you do so, check what is left of an old bridge, suspended by rope. Produce your pistols, and blast the ropes. The bridge falls, and breaks into pieces.



Fortunately, there's the side of the bridge and a horizontal pole remaining. Leap onto the ledge lip, shimmy left and around the corner, and you can turn and jump to the

pole. Swing to jump across to the path on the opposite side.



Make two quick right turns as you head up the path, to the corner of the river's man-made flow. Before you produce your grapple, stop and look up and to the right.

There's a lever and a series of ledge lips on the wall opposite. Remember them in a moment!



For now though, make a running leap off the path, and fire your grapple onto the ring above. Swing back and forth, and let go, landing on the wooden bridge beyond.

Once on the bridge, look right if you're facing upstream. Leap to a low ledge, and shimmy left around a corner. Vault up to the next ledge, and again to a small corner section.



Laterally jump right, across the gap above the bridge. Climb up into a small corner structure, and head in and right.



Ahead are a rope bridge and a gushing waterfall on your left. You can run along the bridge (picture #1) to the stone floor and large ledge, or you can shoot the ceiling supports, sending the bridge tumbling into the water, and grapple to this location (picture #2).



Sitting on the ground near a series of broken large cogs is the final Cog you need to complete your cog wall in the main chamber. Grab this item, then fight off a group of giant bats that swarm in to attack.



TIME TRIAL TACTICS

If time is pressing, skip this next section, and complete the cog wall puzzle.

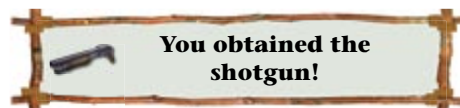
LOCATE THE HIDDEN SHOTGUN



There's another reason for blasting the rope bridge by the waterfall just after you claim the last cog: there's a secret area behind this waterfall too! Produce your grapple and swing from the ledge where you found the cog, drop down while hanging from the rope, then swing. Jump and land on the section of bridge dangling from the opposite edge (picture #2).



Grab the bridge slats and descend until you're at the same level as a cubbyhole in the wall. Leap to the hole and climb in. This is a small tunnel that leads behind the waterfall, ending in an alcove where you can gather a Large Medipack and an excellent (and devastating!) new weapon; the shotgun!



LEAPING FOR THE LEVER



You can complete the cog puzzle with this and the previous Cog you gathered after the T-Rex fight. But before you go, stand along the left wall, based on the cog ledge you're standing on. Leap and grab a pole, then jump again.

You can complete the cog puzzle with this and the previous Cog you gathered after the T-Rex fight. But before you go, stand along the left wall, based on the cog ledge you're standing on. Leap and grab a pole, then jump again.

Tasks 7 and 8





After a terrifyingly long time, you grab a ledge in the middle of a double waterfall. Shimmy right, then vault up, shimmy right again, and vault up once more. You should be on the

right side of this precarious structure. Now turn and jump.

You grab the edge of a ledge. Pull yourself up and enter the doorway, turning right, and jog down to the lever at the end of a short sloping path. This is the lever you saw earlier, and it overlooks the rushing river. Pull the lever, and an underwater gate rumbles open.



NOTE

This gate and the tunnel beyond it are directly under you. However, the current is too strong to dive down there at the moment.

TASK 9: DAM THE WATERFALL

SECOND COG INSERTION



Swan dive from the lever, and ride the current back down to the plunge pool. Bring your pistols out as you emerge; three more wolves are prowling the area.



Climb the ladder, leap to the horizontal poles on the cogs, and grab the second ladder that takes you to this platform. Place one of your Cogs on the rod, and pull the lever.

THIRD COG INSERTION

A second set of cogs rumbles into life. Follow the ledges to your right, then vault up, shimmy right, and up, to the wooden platform directly above.



Stand on this platform, and immediately run and leap to the rotating platform attached to the newly spinning cog. If you haven't wasted any time, you can stand on

it. Or, jump just before it reaches a horizontal position.

Quickly jump off the moving platform before you're forced off, and land on the wooden platform you haven't reached yet. There's a final rod and lever here. When the Cog is on the rod, pull the lever, and the last part of the cog wall grinds into life. Slowly, the massive dam wall lowers onto the top of the waterfall, stopping much of the water.



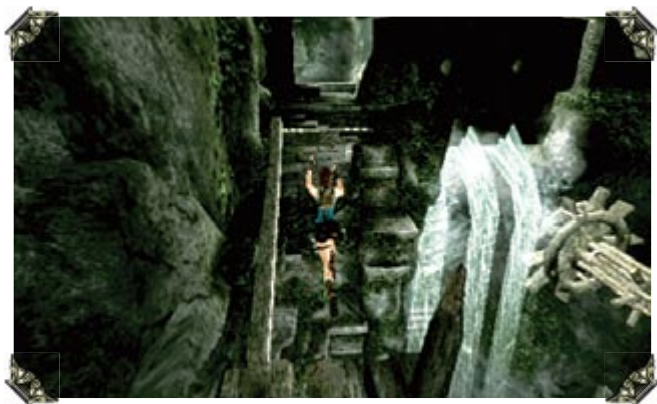
TASK 10: CLAIM THE RELIC AND EXIT

TIME TO SPARE



If you're treasure hunting, do *not* leap from this platform! Instead, turn around and leap to the stopped platform, which is now sloping. Line yourself up beforehand! Slide

and quickly jump to the wooden platform above Cog #2's platform.



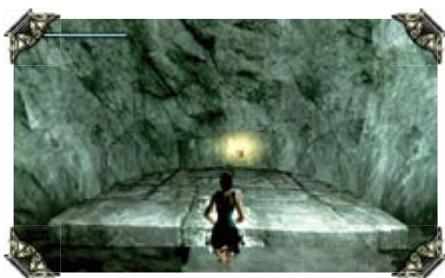
Leap from this platform to the ledge lips and rope, and backtrack to the tunnel entrance leading to the bear chamber. Don't enter it, but instead jump and grab the horizontal pole to the right, and land on the upper area left of the dam wall.



Run past the dam wall to the stone steps overlooking the river. Turn left and jump in. Dive and locate the open underwater cave entrance in the right wall (picture #2). Swim inside.



Turn right, and swim to the surface. There's a tiny, air-filled secret alcove here with a fabled Kero Mug Relic! Collect it quickly, then dive back into the water, swim to the dam, and climb up onto the stone pathway.



THE LOST VALLEY

Tasks 9 and 10

You obtained the Relic:
Kero Mug!



Once on the path, make a final swan dive from the dive spot overlooking the pool and cog wall. You're treated to a reverse camera dive if you do!



Swim to the waterfall—now three smaller cascades—and pass through to the area behind the waterfall itself. Climb up, and move to the large entrance. Now move onward; could this be the hidden entrance to the Tomb of Qualopec?

NO TIME TO LOSE

TIME TRIAL TACTICS

Swan dive off the platform you're standing on, and land in the plunge pool. Swim to the waterfall, and locate the entrance. You won't claim the Relic, though.

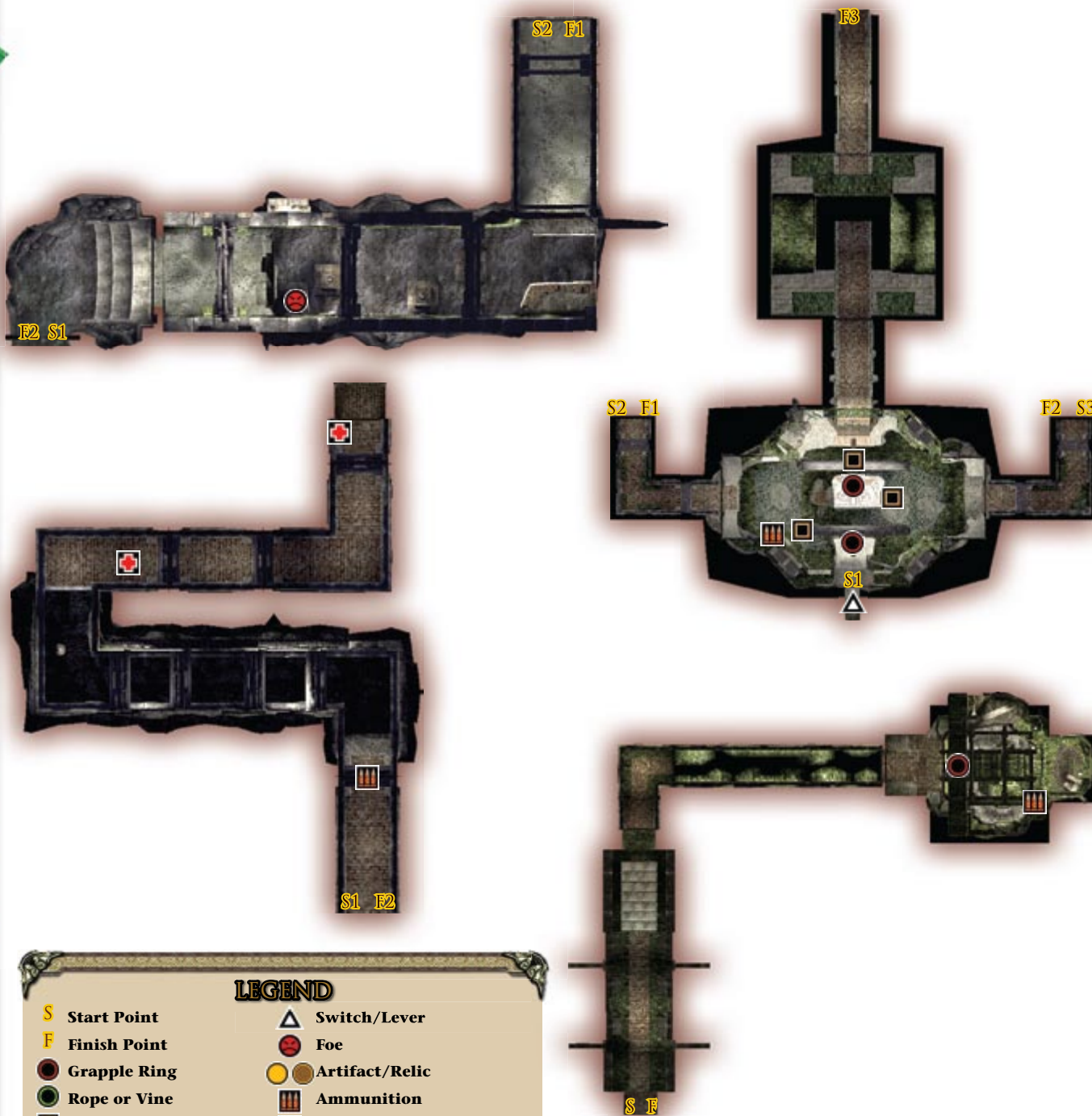


Time Attack Time to Beat: 00:15:00

PERU

PART 4: THE TOMB OF QUALOPEC

THE TOMB OF QUALOPEC: OVERVIEW An ancient Peruvian king lies in a dormant state, inside a tomb guarded by the finest traps his minions could craft many centuries ago. Although the structure has fallen into disrepair, the waylaying measures the king implemented are still more than adequate to halt all but the best tomb raiders. This is where you come in; you must check the throne ramp, triggering the first trap and avoiding the massive ball rolling your way, then locate a lever high up in the main chamber to open three gates that now block your path. Next, trek down two treacherous passageways to pull levers opening the other gates. Only then can you steal the God-King's Scion segment, and escape before the whole place collapses! Of course, Natla has sent her lackey to persuade you to hand over your treasure....



S

Start Point

F

Finish Point

Grapple Ring

Rope or Vine

Box or Crate

Moveable/Destructible Object

Floor Switch

△

Switch/Lever

●

Foe

●

Artifact/Relic

■

Ammunition

+

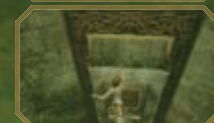
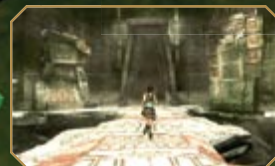
Medipack

⚡

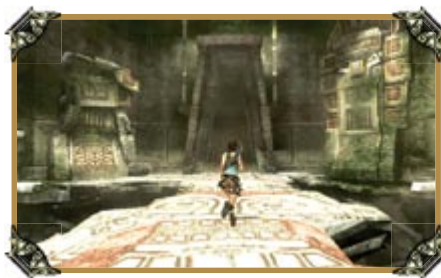
Task Item

●

Boss



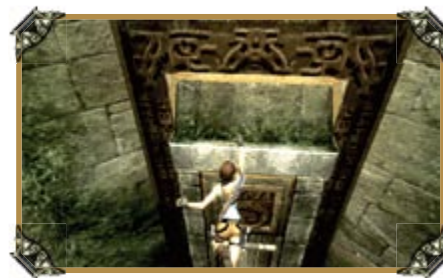
TASKS TO PERFORM



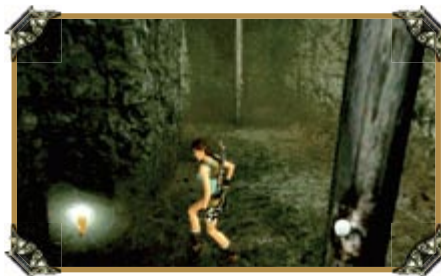
1. Head to the Throne Room Entrance



2. Release the First Throne Room Gate



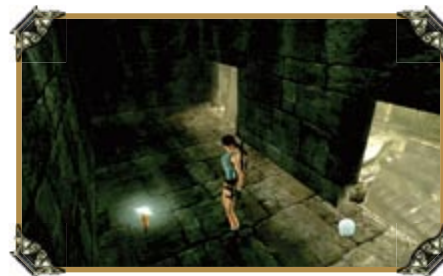
3. Release the Second Throne Room Gate



4. Locate the First Hidden Artifact



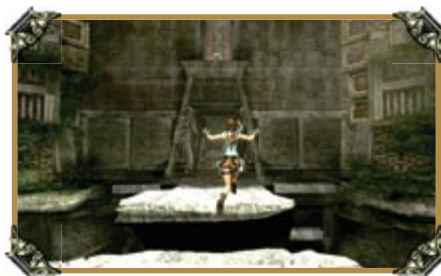
5. Locate the Third Gate Lever



6. Pull the Lever, Locate the Artifact



7. Gain the Scion Piece from Qualopec



8. Escape the Tomb of Qualopec!

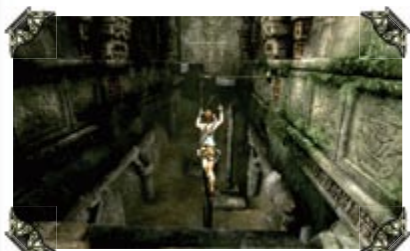


9. Boss Battle! Face Natla's Lackey, Larson!

TASK 1: HEAD TO THE THRONE ROOM ENTRANCE

LEAPING TO LIVE!

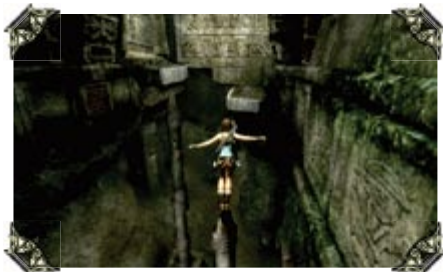
Run from the waterfall into the narrow, winding, rough cave passage, following it to a stone floor and large entrance. You've discovered Qualopec's tomb! The Scion must be here!



The floor ahead has fallen away, so move to the edge and peer down. Three vertical poles and a horizontal one allow you to cross to the remains of the floor on the other side. Line yourself up with the top of the first pole, and jump to it. Land and steady yourself, then turn right slightly and jump to the horizontal pole.



Jump immediately from the horizontal pole to the top of a vertical one. Turn slightly left, leap to the top of a final pole, turn slightly right, and jump to the piece of floor in the corner.



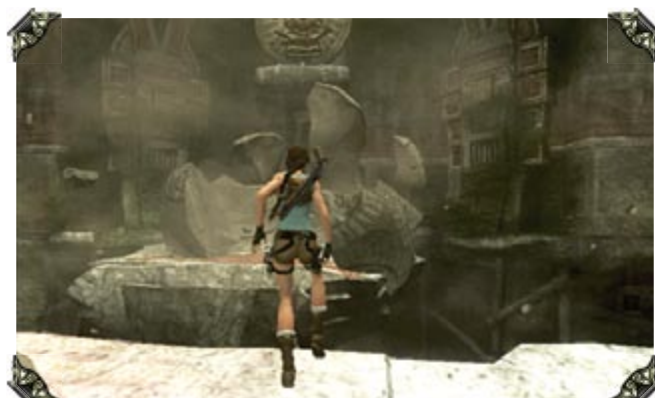
If you fall into the pit area below, simply turn around and locate this series of wooden logs (as shown) forming a rough set of ledges to leap up, and try the balancing act again.



Turn left, jump to the stone corridor, and run into a gigantic open temple room. Before you continue, take a look around. There are four stylized carved statues of Qualopec in each diagonal corner (the far left one is half demolished). A massive weight hangs from the ceiling. However, the imposing entryway ahead of you should be your next route. Run over the partially destroyed floor, to this entry.



Head through the entryway, but turn around immediately, because a massive stone ball dislodges and rolls straight toward you! If you run directly back the way you came (picture #1), you're likely to be struck and crushed by this trap, so quickly run to either side of the main door (picture #2), or drop into the pit below the partially destroyed floor.



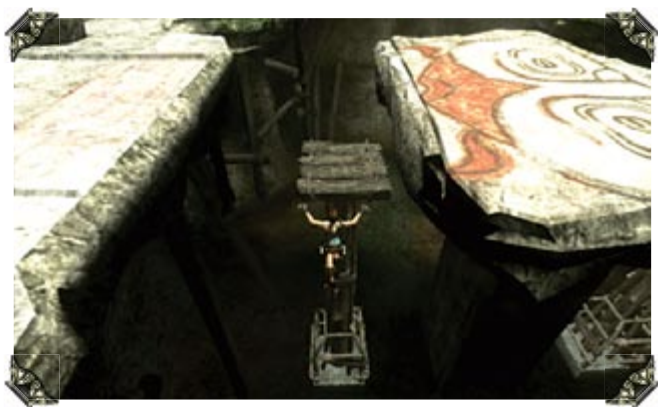
Turn around, and watch the ball break up and crumble away. The ball has uncovered a wooden support platform under the main stone flooring, and dislodged the ceiling weight slightly.



TASK 2: RELEASE THE FIRST THRONE ROOM GATE

SCALING THE CENTRAL CHAMBER

The ramp where the ball rolled in from has now been sealed as Qualopec's trap concludes; his treasures are blocked by three heavy iron gates. Aim up at the ceiling weight with your pistols. Shoot the weight, and it crashes into the floor, revealing a second wooden support platform.



By now, you should have noticed that there are two exits to this central chamber: one to each side of the exit and throne ramp. However, the floor is missing and you can't reach these areas...yet! Jump to the support platform, and drop into the main pit.



A quick investigation of the pit reveals three objects you can move; a broken support made from stone and wood, and the two support platforms.

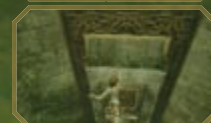
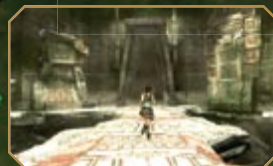
Position the broken, box-like support near the piece of rock rubble that's to the right of one support platform. You'll climb out of here in a moment.



First though, move to the first wooden support platform (the one nearer the throne ramp, away from the rubble), and drag it to this precise point in the pit (as shown).

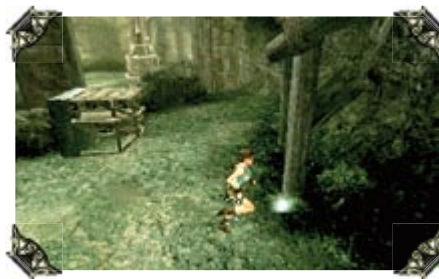
THE TOMB OF QUALOPEC

Tasks 1 and 2



- TIP**
- The position of your support platform is important. It needs to be equidistant between the central stone floor above you and a ledge at the base of the half-demolished statue of Qualopec.
 - When moving the wooden support platforms in the pit, be sure you look up. The platform atop the support portion can get stuck as it scrapes against the central stone floor, so take this into consideration when moving it.

Before you climb out of the pit, look around the lower grounds for some pistol ammunition; there's some located near the box platform's initial location.



You obtained the 50 caliber pistol ammo!

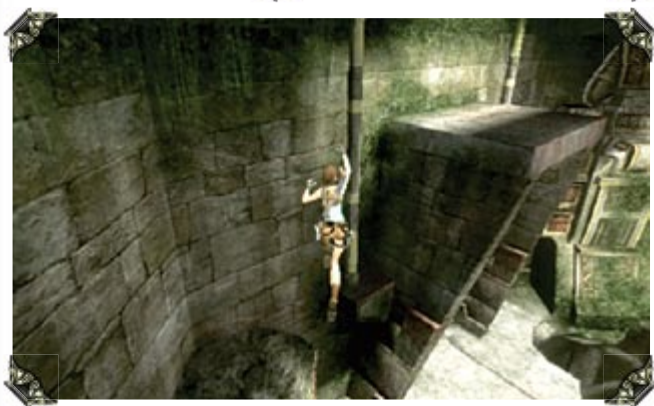
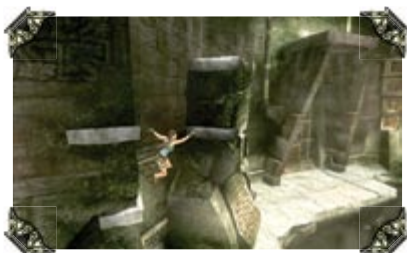
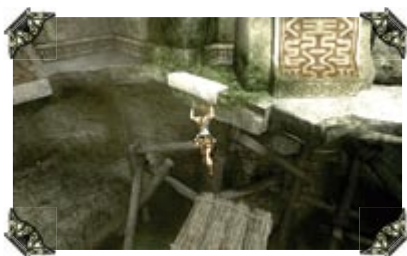


Now climb out of the pit. Stand on the box platform and leap to the first ledge lip. Edge right, vault up to the second, edge right a little, and vault once more, then pull yourself up.

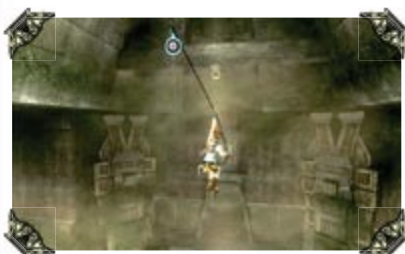


Jump to the large central stone floor with the giant carving embedded on it, and turn left. Leap precisely to the wooden support platform you just moved, and land on it.

Turn to face the light stone ledge surrounded by moss, at the foot of the crumbling statue, and make a long leap there. Pull yourself onto the moss and turn left. Vault up to the small corner ledge lip, shimmy around the corner to the left, vault up, and then look right. Leap (picture #2) laterally, grabbing the lip on the statue itself.



Vault up to the top of the broken statue, and check the throne room entrance. On either side is a slender pillar. Line yourself up and leap across, then climb quickly, and leap onto the top of the throne entrance itself.



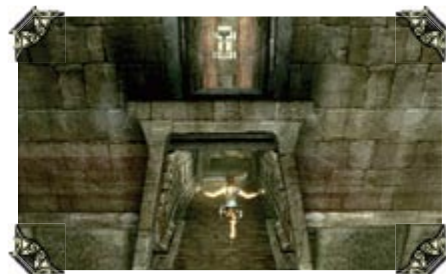
Turn and face the central chamber. At the opposite side is a small passage above the exit doorway. Run and leap off the ledge you're on, fire the grapple, and swing across the chamber. Leap and fire the grapple a second time, swing out and let go at the last possible moment, and fly to the edge of the small passage, grabbing the edge of it.



TIME TRIAL TACTICS

This double grapple and landing can be achieved without swinging back and forth, which is imperative for a quick time.

Run to the lever at the end of the small passage, and tug on it. The first of the throne ramp's gates creaks upward and opens. Exit the passage, hanging down from the lip and dropping to avoid damage.

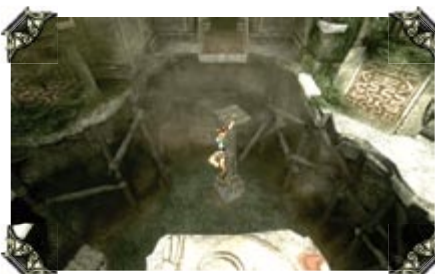


TASK 3: RELEASE THE SECOND THRONE ROOM GATE

JOURNEY TO THE GATE LEVER



Drop into the central pit area once again, ideally via a support platform so you don't get hurt. Maneuver the support platform you just used to reach the broken statue, and move it onto the area of brown earth very close by.



Head back to the stone floor above you, and face the side entrance. Make a long leap (as shown) and grab the platform. Pull yourself up; you can make this without moving

the second support platform, and this saves you some time.

Jump to the doorway, climb up and run through, and make a right turn. A long corridor stretches onward. Run down it, but beware of a dart trap at the far end. Wait for the darts to pass, then leap for the pole.



Before you negotiate this tricky pit, stoop down and pick up the shotgun ammunition that's on the ground, just before the first dart trap.



You obtained the shotgun ammo!



Swing off the pole, grab the wall lip, and shimmy left. Leap left to another lip, and then turn and jump across the inky chasm to the lip on the left side. You can do this at one of three places along the right wall.

Assuming you made the first leap across, turn and shimmy right, laterally leaping to a lip, to a segment of a ladder, and climb to the top of it. Between each lip are dart openings (three on each side); either constantly shimmy and leap, or wait until each dart trap shoots, and make the leap. Leap to the upper of two lips at the corner, turn and jump onto the top of a pole, and finally jump across to the floor. Don't worry about the dart openings above you; you pull yourself up onto the floor after jumping through this obstacle.



THE TOMB OF QUALOPEC

Task 3



Now collect the Small Medipack on the floor as you turn the corner. Run down the corridor and turn left at the end. Continue to a tall doorway, where you can find a second Medipack.

You obtained the Small Medipack!

You obtained the Small Medipack!

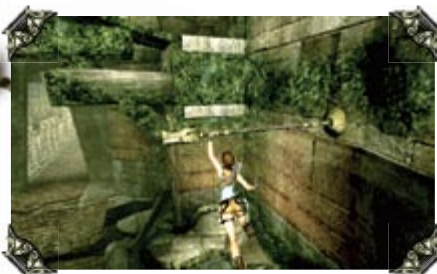


Move through the tall doorway and continue down the passage, running through and shrugging off the darts from three sets of traps between the legs of the stone carved figures on either wall (picture #1). Or, wait for the darts to pass, and run through each time. Continue up the corridor, turn right, and dash along another long, thin passageway, with six

dart traps on each side, at the far end. Apply the same tactics (either dodging or running and shrugging off the damage) as before.

You finally reach the end of the corridor and a dilapidated dead-end chamber with a lever at the far end. Jump forward, shoot your grapple up to the ceiling ring, swing over, and leap onto the broken stone staircase.

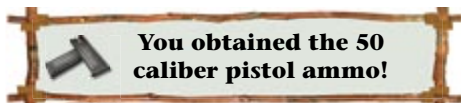
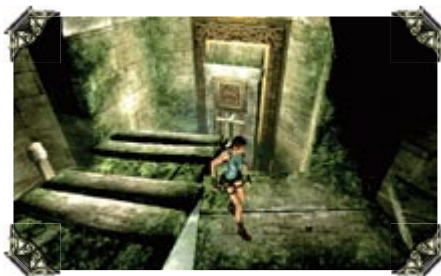




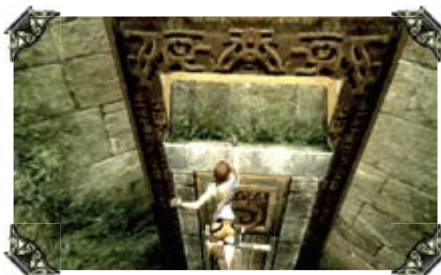
Move to the other end of the steps and ignore the lever ahead; it is too far away to reach with a jump. Instead, look left and jump to the vertical pole. Climb up, then

leap backward off it, grabbing a horizontal pole, and jump off, grabbing the ledge lip.

Clamber onto a rickety and moss-filled upper walkway, and turn toward the lever location. Walk to the opposite end, near the lever, but move to the platform on your right and claim the ammo.

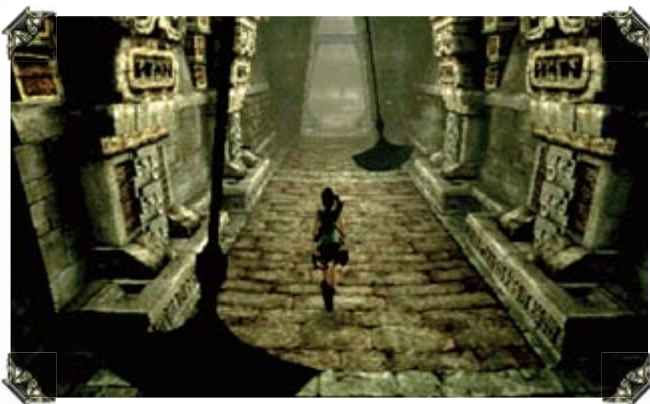


Position yourself above the lever, and leap off the platform, grabbing the protruding top of the lever surround. Then drop onto the lever and grab that, lowering it.



The second throne gate trundles up into the ceiling!

BACK TO THE CENTRAL CHAMBER



Heal yourself if you need to because the way back is a little tricky. Begin by negotiating the dart traps as you have before, run down the corridor and turn left, then dash through the next set of traps. Swinging blades now impede your progress; stop and let one pass, then leap the darts or dash through.



Run down the passageway until there's no more ground to stand on, and turn left. Wait for the darts to fire, then leap onto the top of the vertical pole, and across to the upper ledge.

Retrace your steps back along the chasm, avoiding the firing dart openings, and laterally leaping to the ladder and two more ledges before turning and jumping left. Edge right, leap to the horizontal pole, and flip down to the ground. Ignore the last dart openings; they fire after you've already landed in front of them. Now run back to the central chamber.



TASK 4: LOCATE THE FIRST HIDDEN ARTIFACT

ENTER THE SIDE ENTRANCE



When you arrive back in the main central chamber, drop down into the pit, grab the wooden support platform you just used to reach the previous passageway, and drag it around and under the central floor. Position it on the opposite side, in the patch of brown earth. Then drag the second support platform and place it as close to the stone bank directly under the side entrance as



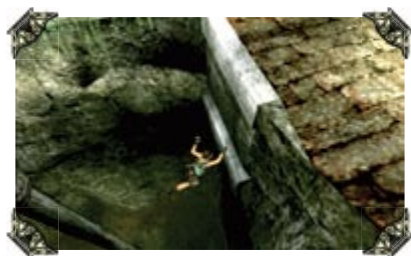
you can. Climb back up to the stone floor, and jump both platforms to reach the last doorway entrance.

NOTE

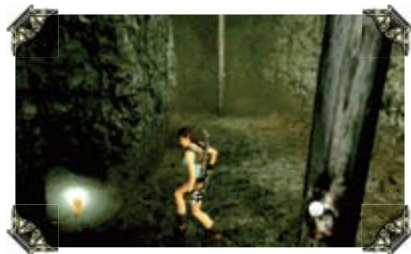
The other, fully formed statues of Qualopec have no additional items or areas of interest, so there's no need to investigate them.

DROP DOWN INTO THE PASSAGE PIT

Clamber up to the doorway entrance from your hanging position, and run inside. Immediately take a left, and dash down the corridor to this pit area. Before you traverse it, look down.



Drop down and dangle from the side of the passage floor, and drop to the ledge lip under you (picture #1). Then fall to the bottom of the pit, and check your surroundings. Move to the second vertical pole, and check the cubbyhole to the side; a glowing Artifact is here! Claim it, then head to the first vertical pole, climb it, and exit the way you came.



You obtained the
Artifact! (1 of 2)

TASK 5: LOCATE THE
THIRD GATE LEVER

UNSTEADY AS SHE GOES

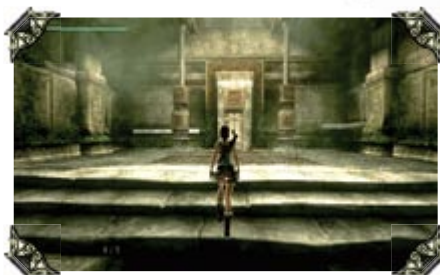


Back at the top of the pit, line yourself up, leap to the vertical pole, and balance on it, avoiding the darts. Then pivot left, jump and grab the ledge, and

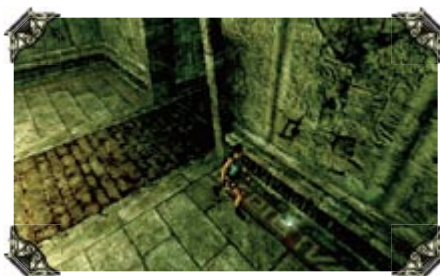
laterally jump past another dart opening to a second ledge. Ignore the horizontal pole. Drop to the lower ledge, and across to the second vertical pole top. Then exit by leaping to the lip of the floor.

THE TOMB OF QUALOPEC

Tasks 4 and 5



Run down the passage and turn left. At the end of a long straight passage is a large, square chamber with a set of low steps running the diameter of the room. Did you hear a faint howl from below?

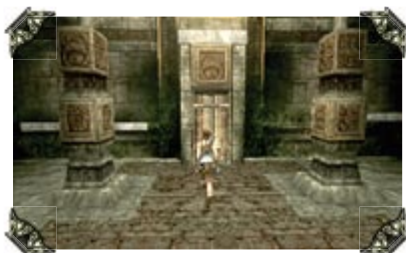


Before you investigate that noise, turn left as you enter and secure the shotgun shells along the left wall.

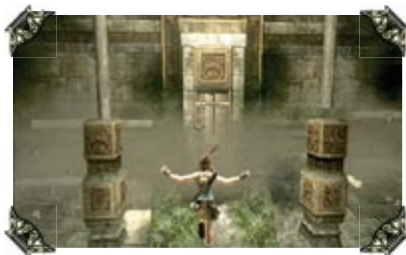
You obtained the
shotgun ammo!

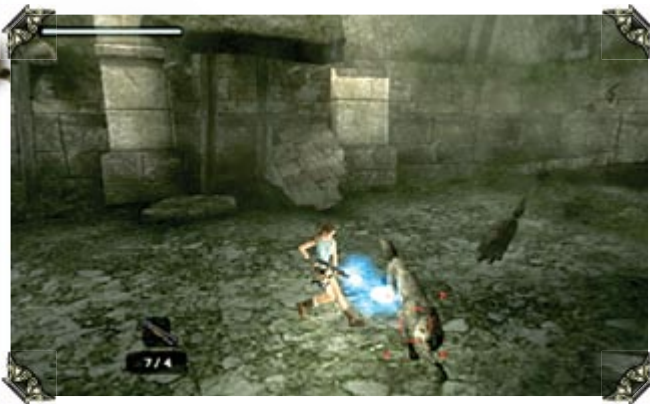
NOTE

You can't yet access the ledge lips and upper alcoves you can see on either side of the chamber.



The lever is directly ahead of you. This is almost too easy.... As you run to the lever, the ground below you gives way, and you plummet down into a lower chamber! Try running quickly to the lever, and slide down the mossy stone so you don't take damage and can stand up quickly.





The reason is readily apparent; two wolves are scampering about here. Dispatch them with evasive gunshots, either from your pistols, or your shotgun (it takes two shots per wolf with the latter weapon).

TASK 6: PULL THE LEVER, LOCATE THE ARTIFACT

CLIMBING FOR THE LEVER

Once both wolves are slain, check either side of the hidden chamber; there's a long ramp on each side to climb. Against the back wall is a small alcove where a cage crate can be pulled back from its mooring. For extra speed, walk backward quickly and fall off, and watch the crate tumble down behind you (picture #2). If you move more slowly, you need to push the crate off.



Drag the crate to the nearby stone support pillar on your left, and position it near the small ledge lip, then jump on the crate, to the lip, vault to the upper lip, then turn and jump to the vertical pole hanging from the ceiling.



Turn the camera behind you, so you can climb this pole and easily jump to the subsequent one. Then shimmy up that, leap to the lip on the opposite pillar, and shimmy right, around the corner. From here, look back and jump to the horizontal pole.

TIME TRIAL TACTICS

Aside from ignoring the first Artifact, a quick dash through this area follows the main route precisely. When you're interacting with vertical poles however, you don't need to rotate around each one, then leap to the next hanging point. Instead, simply jump and point in the direction of the next hanging point; you'll actually jump through the object, but you'll save time, too.



Swing and grab the ledge of the small stone platform jutting from the wall, clamber up onto it, vault up the two ledge lips, and shimmy right, until you're directly behind another vertical pole. Then leap to it.



Climb this pole until you reach this exact point (picture #1) and you have your back to the lever mechanism. Then leap to it, grabbing the top of the mechanism, then drop down to grab the lever. A faint rumbling can be heard as the last gate opens!

ARTIFACT IN THE ALCOVE

Remain hanging from the lever and turn right. Jump to the pole, swing, and let go, grabbing the ledge lip in the corner. Shimmy left, around the corner, vault up to the top ledge, and shimmy right.



Vault up to the edge of a small alcove ledge, and clamber up and into the place, where the faint glow of your second Artifact makes the maneuvering

worthwhile. Grab it, then leap out of the far opening, onto the portion of the floor that didn't give way earlier.

You obtained the Artifact! (2 of 2)

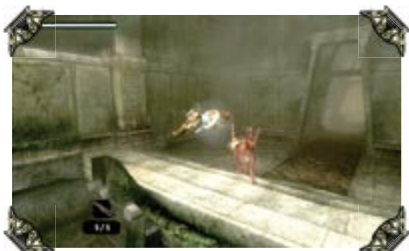
NOTE

You can enter the alcove opposite if you climb the vertical pole you used to reach the lever itself and leap in the other direction. However, this area is empty.

TASK 7: GAIN THE SCION PIECE FROM QUALOPEC

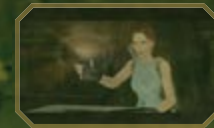
JOURNEY TO THE THRONE ROOM

Race down the corridor with your weapon at the ready; a growling shriek announces the arrival of a raptor! Bring your shotgun to bear on its scaly hide (it takes three shots to down it), and if you're having problems in the confines of the corridor, back up into the lever pit room. However, don't get too crazy with your evasive leaping (picture #2), as you can fall into the pit again!



THE TOMB OF QUALOPEC

Tasks 6, 7, and 8



Run to the break in the corridor floor, and leap to the vertical pole top. Keep your balance! There's a raptor prowling the pit where you found your first Artifact. If you're out for the hunt, or if you want to ignore the beast, make sure you leap to the horizontal pole, then to the other vertical pole first. Then descend and attack, or ascend and escape.



TIP

You can fire your pistols at the raptor from the relative safety of the top of the corridor after you traverse this area. It is wise to save your shotgun ammunition.

TASK 8: ESCAPE THE TOMB OF QUALOPEC!

RISING FROM ETERNAL SLUMBER



Backtrack to the central chamber, leap the wooden platforms, and turn to view the throne ramp—it is open! Race up the ramp, and turn either left or right; the paths soon

merge after you run around a central block. Dash up, and into the tomb itself!



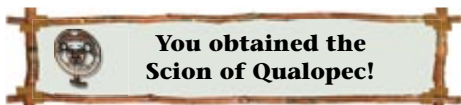
You stride into the ceremonial throne tomb, passing a pedestal where the Scion hovers, shimmering. You step up to what appears to be the mummified remains of Qualopec himself. He is flanked by two fierce, mummified cat-beasts.



You read the hieroglyphics; "Here sits the God-King Qualopec, one of the triumvirate, keepers of the three pieces of the Scion, diviners of its knowledge, sacred rulers of Atlantis." You peer at the king. Suddenly a beast lunges at you with a roar. Or did it just topple?



It isn't moving now! You slowly back away with guns drawn, and take the Scion piece from its plinth. The room begins to shake! The whole tomb is about to collapse. Wait, did Qualopec stir from his eternal rest? The way back to find out is blocked. Run!



ESCAPE!



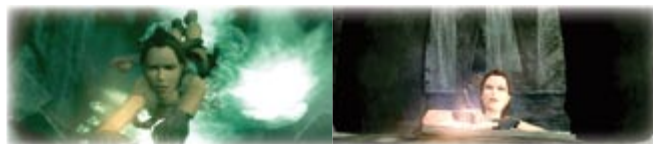
It's definitely time to leave! Race away from the tomb, back to the central chamber, and leap across the broken stone floor, heading to the opposite doorway that you first arrived from.



A screech from below announces the arrival of a raptor in the pit! Jump to the corner stone platform, turn right, and formulate a plan. For speed, you can drop down, ignore the raptor, and climb the wooden ledges opposite. Or, you can leap to the two vertical poles (picture #1), then the horizontal one, then the last vertical one, and escape. Or, you can drop down and deliver some shotgun blasts into the raptor's scaly hide (picture #2)! Now run back to the waterfall chamber.



BOSS BATTLE! FACE NATLA'S LACKEY, LARSON!



As heavy boulders drop from the walls, you dive into the plunge pool just in the nick of time. You spot a shadowy figure as you surface. "I'd love to join you, but I forgot my trunks!" Larson!



Larson tells you he'll take it from here, but you've gone through far too much trouble to get this Scion piece, and you refuse to hand it over. "Don't sweat it, kitten," remarks Larson, "I prefer a hands-on approach." He takes a couple of swings at you.

ACTION EVENT!



Larson lives up to his word, and makes an aggressive lunge toward you! Press X now.



Success! You swan dive over Larson, as he skids away from you.



Failure! You're grabbed and wrestled into submission by Larson's quick move.



After another tussle, Larson grabs a fistful of sand and throws it at you! Tap **●** at once.



Success! You slide under the cloud of dust, and give Larson a swift kicking.



Failure! You're blinded by the sand, and knocked out by a vicious right hook.



After you knock Larson down, he produces a shotgun and loads it! Press **▲** immediately.



Success! You grab his weapon, and elbow him to the ground.

THE TOMB OF QUALOPEC

Boss Battle!



Failure! You lunge at him too late, and are blasted backward.



Straddling Larson, you curtly ask where the rest of the Scion pieces are located. When Larson can't remember, you jog his memory with a pistol pressed against his temple. "Pierre's probably already found his piece!" Larson reveals.



You're taken aback. Pierre DuPont is a rival archaeologist and a terrible cad! You ease off Larson, but he attempts to scramble for the shotgun, until he's felled by a swift roundhouse kick.



You forcibly enter Natla Technologies and uncover computer documentation from Pierre and Larson. It seems the Frenchman has discovered a sprawling underground complex under St. Francis' Folly, in Greece....

TIME TRIAL TACTICS

Time Trial Time to Beat: 00:13:00

GREECE

PART 1: ST. FRANCIS'S FOLLY

ST. FRANCIS'S FOLLY: OVERVIEW A massive vertical catacomb, once lost to the ages, is about to be discovered, and you're not the only action archaeologist in on the secret. Pierre is lurking about this place, and you'll catch your first glimpse of him after you prove you're no cat lover. After solving a puzzle involving Perseus's heavenly body, and cracking the plan to unlock a gate leading downward, you realize just what St. Francis had built the folly over the top of: a gigantic, vertical tower, completely underground, with four separate shrines to the heroes of Greek myth and legend! Now you must locate all four of the entrances to these shrines, complete a trial to find a sacred key in each one, and once you've found all four Keys of the Gods, you can descend to the very bottom of this terrifyingly enthralling structure, and open a door no one thought would ever be unsealed....



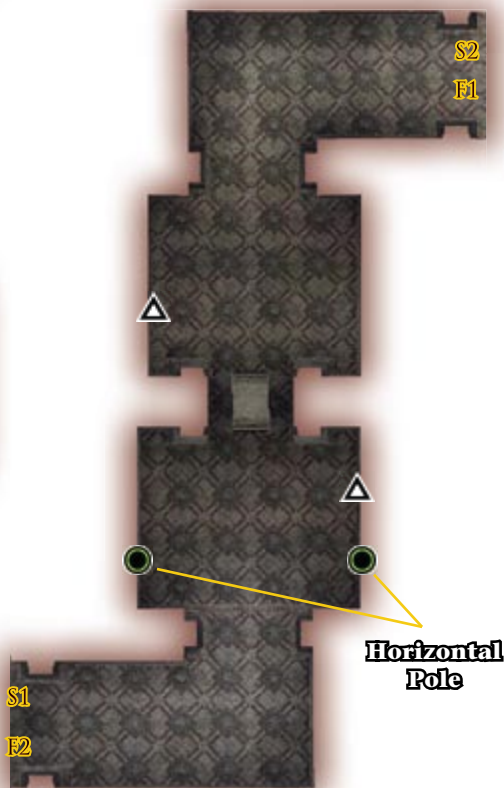
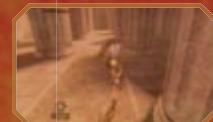
LEGEND

- | | |
|------------------------------|----------------|
| S Start Point | Switch/Lever |
| F Finish Point | Foe |
| Grapple Ring | Artifact/Relic |
| Rope or Vine | Ammunition |
| Box or Crate | Medipack |
| Moveable/Destructible Object | Task Item |
| Floor Switch | Boss |

ST. FRANCIS'S FOLLY



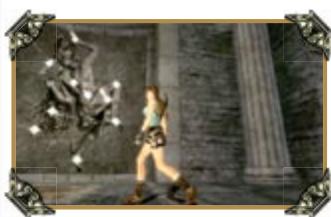
Task 1



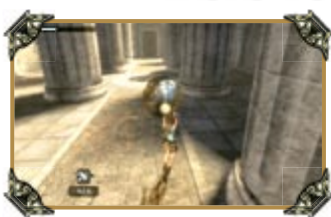
Horizontal Pole



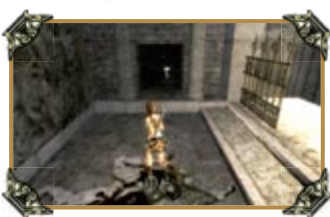
TASKS TO PERFORM



1. Solve the Puzzle of Perseus



2. Open the Upper Gate



3. Locate the First Artifact



4. Enter the Shrine to Hephaestus



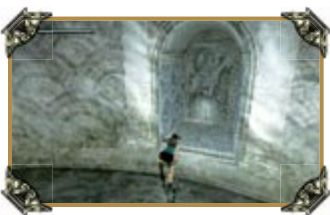
5. Locate Hephaestus's Artifact



6. Complete Hephaestus's Trial



7. Enter the Shrine to Poseidon



8. Locate Poseidon's Artifact



9. Complete Poseidon's Trial



10. Scale the Tower, Locate the Artifact



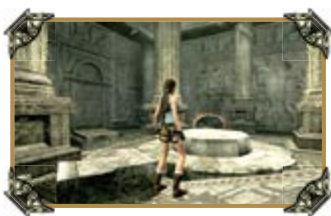
11. Complete the Trial of Atlas



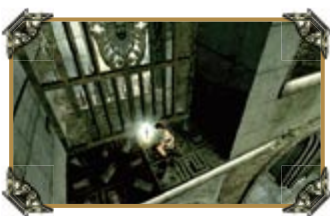
12. Obtain the Artifact of Atlas



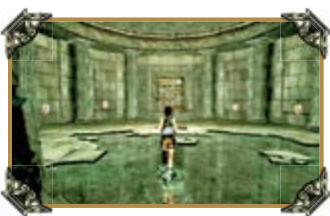
13. Enter the Shrine to Damocles



14. Locate the Final Key of the Gods



15. Locate the Artifact of Damocles



16. Unlock the Coliseum Gate

TASK 1: SOLVE THE PUZZLE OF PERSEUS

ACCESSING THE PERSEUS FRESCO

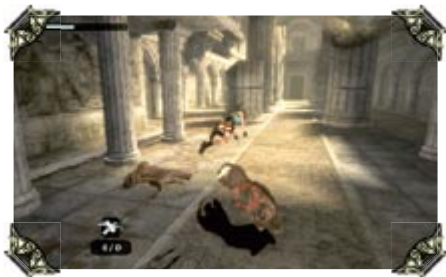


You read more of your father's journal and discover that he already knew much of this building's supposed importance. At the front door, you discover a tin can; Pierre is a messy sort! Enter via the massive iron doors.

NOTE

St. Francis of Assisi was a Roman Catholic and founder of the Order of Friars Minor, known colloquially as the Franciscan monks. He lived from 1182 to 1226. A folly is a building undertaken at great expense, usually left unfinished, but it's also a structure whose real use is misunderstood.

As the doors close behind you, two snarling lions charge in! Quickly leap out from the doorway so you don't get stuck, and evade their moves, blasting them constantly until they both drop.



LION

The two prowling big cats are feral lions, roaming wild in the Grecian countryside. They attack in the same way as wolves: with a pounce or a savaging bite. However, they are faster and more agile. Never let these felines get too close to you! Produce a favored weapon and begin leaping over and blasting them. The larger environments mean you can easily outmaneuver them with jumps.

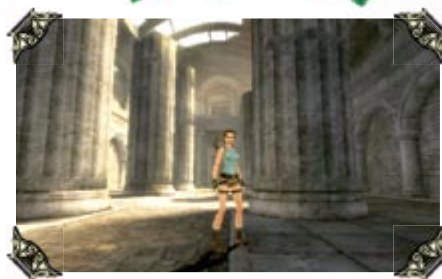


The globe falls into the ground switch, and the upper gate opens. Pierre DuPont appears, and flits from pillar to pillar!

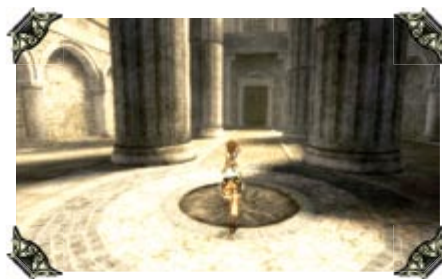
You warn him that Natla doesn't honor her agreements, but Pierre says he has "an understanding." Anyway, you're seeking the Scion, as is Natla, and you're not to be trusted! Pierre peels away from the pillars, and disappears.

ST. FRANCIS'S FOLLY

Task 1



Once the lions lie limp, you can inspect this impressive but dilapidated structure. This folly is composed of a long hallway, with chambers at each end, and eight gigantic pillars that once held up a long-since destroyed roof.



Run forward, and optionally (if you aren't concerned about time) stand in the middle of the hallway, on a circular ground switch. However,

the door closes when you step off the switch. Now investigate the upper side alcoves.

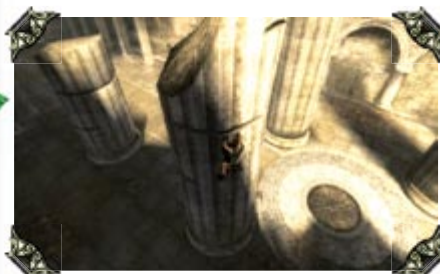
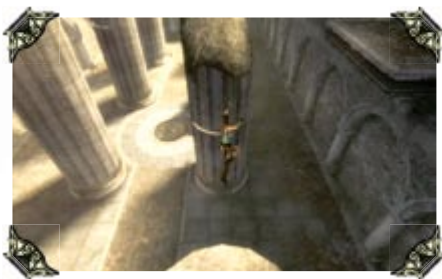
Time to check both side alcoves. Face down the hallway, and run to the pillar section on your left. Leap up, grab the crack, and shimmy to the right until you see another crack above you.



Vault up to that crack, shimmy right, and vault up to the top of the pillar section. You can see an alcove above the entrance with a large bronze globe on it. That could be used to weigh down the central floor switch!



Turn around, standing on the flat part of the pillar top so you don't slide down to the ground, and jump toward the next pillar, heading toward the middle of the chamber. Make sure that leap is long!



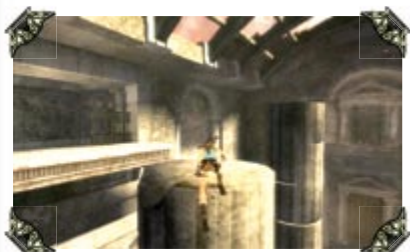
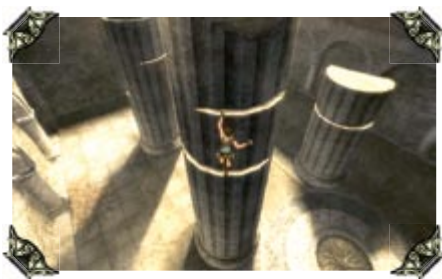
You grab the crack in the next pillar with one hand. Shimmy right, until you can see a crack above you, and vault up to it. Maneuver to the right until you spot a small

groove above, and vault up to it. You can't stand atop this pillar.

Turn and look across to the slightly lower pillar across from the central floor switch, and make a lateral long jump directly to it. You grab the large crack and can pull yourself onto the flat top of this new pillar.



You can reach the side upper alcove behind you by other means (see Path 3), so turn and face the middle of the room, and leap to the second tallest pillar, grabbing the crack, and shimmying right, all the way round. Vault up as the next crack above you begins.



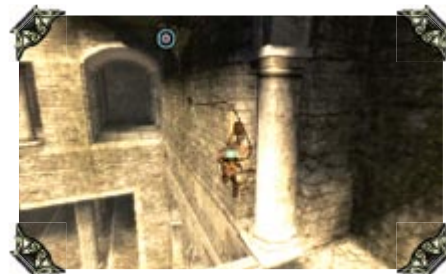
Clamber up to the top of this pillar, as shown. You can see the tallest pillar to your side, and two gates on the opposite end wall. For the moment though, jump onto the ledge leading to an upper side alcove (picture #2), and enter between the iron gates. On the floor is a fresco of the Greek hero Perseus. Study the image closely. On your right are a gate and an Artifact behind it.



NOTE

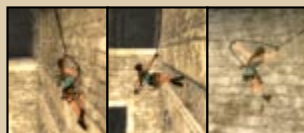
Perseus, a Greek hero and the son of Zeus, slew the mythical Medusa with the help of special weapons presented to him by the gods. This fresco seems to be inspired by a constellation in the northern sky with the same name.

Step out of the alcove, and turn to face the area where the bronze globe is. Run and jump across to the ledge, heading for the arched passage opening in the top corner of the far wall. Now leap and fire off your grapple, clasp a wall hook. Execute the wall run, then leap off, into the arched passage.



NEW MANEUVER

Wall Run:



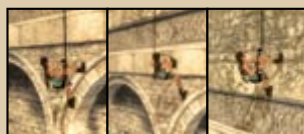
✕, then ■ at a wall hook. Press ✕ to leap or drop from this maneuver. You automatically turn at the end of each run.

Wall Run (accelerated):

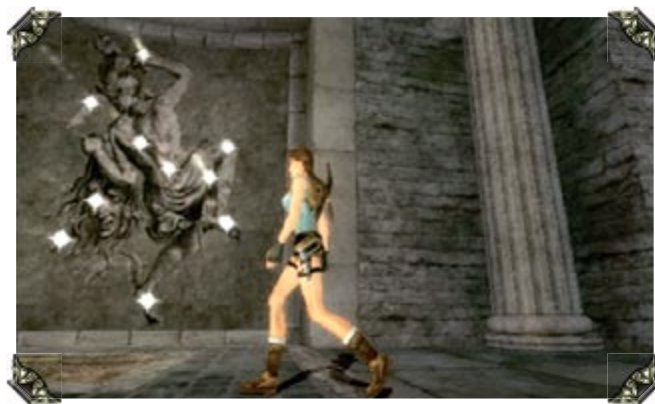


Perform wall run, then increase speed back and forth with the left thumbstick.

Vertical Wall Run:



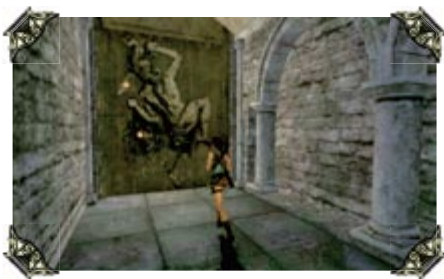
Perform wall run, stop, and hold ▲ to move up and down the wall. This is useful if objects are in your running path.



Enter the arched passage, which quickly leads to a dark antechamber with a large fresco of Perseus on the wall. As you suspected, there are 10 "stars" twinkling on the fresco. Step on the floor switch, and they glow. This "resets" the puzzle.

ACCESSING THE BRONZE GLOBE

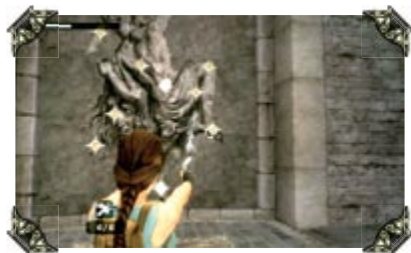
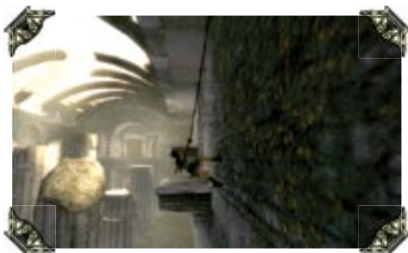
Behind you, a thick iron portcullis stops you from reaching the bronze globe just behind it. Instead, investigate the dark passage opposite the one you came through. It ends at another fresco of Perseus.



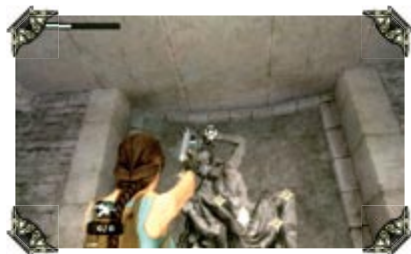
Unlike the first fresco you saw, this one has two of the "stars" marked on it. One is on Perseus's blade, and the other on the middle of the Medusa's head.

Return to the large fresco of Perseus and press **[R3]** to manually aim, then fire at these two stars, as shown.

When both stars light up at once, the slab door rumbles open, allowing you access to the folly's opposite alcove area. Run out and launch your grapple, then wall run across and leap to a narrow ledge, then onto the alcove ledge. Head into the alcove, and you'll see another Perseus fresco. This one has four stars marked on it.



Memorize the four places (Perseus's left and right feet, his lower torso, and the hand he holds his sword in), and retrace your steps to the main fresco. Blast the two feet, the torso, and the hand, as shown in the pictures. When all four stars light up, the portcullis behind you grinds open, and the bronze globe can be accessed!



ST. FRANCIS'S FOLLY

Task 2



TIP
You don't need to memorize the four stars; just look at the pictures shown here!

TIME TRIAL TACTICS

Remember! You don't have to find the other frescoes or look for the clues. Simply solve the four-star puzzle as described previously and open the portcullis easily.

TASK 2: OPEN THE UPPER GATE



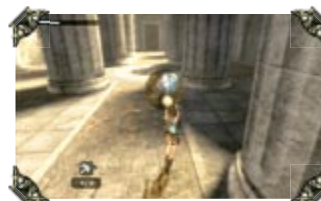
Enter the alcove with the bronze globe on a stone pedestal. It is speared by a pole that keeps the globe from moving. Grapple the ring on the left side of the globe, and pull it out. Do the same on the right side, and the globe rolls off the pedestal.

NEW MANEUVER

Pull and Release Objects:



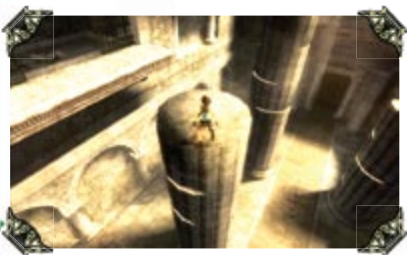
■ to grapple, ▲ (hold), then release with ■



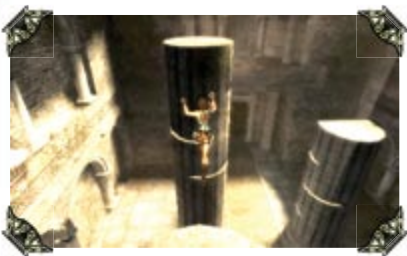
Take the globe and push it off the edge of the alcove, then dangle off the ledge and drop down (to ensure you aren't damaged, jump from the globe platform to the pillar on the right with a sloping side, then slide down). Then maneuver the globe toward the central circular ground switch. You can either push it or fire your pistols at it continuously, and maneuver it from range. This is excellent (and quicker) as long as the globe doesn't roll off-course.

TASK 3: LOCATE THE FIRST ARTIFACT

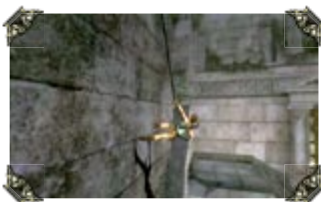
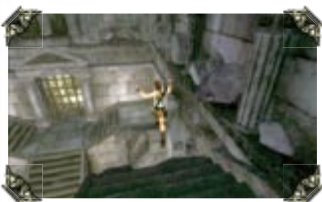
INTO THE UPPER GATE



From the center of the ground level, you must reach the open gate at the far end of the hallway. Pace up the hall toward the two gates, run to the pillars at the end and face the one on the right, shimmy up it to the top, then turn around to face the tallest pillar and jump across to it.

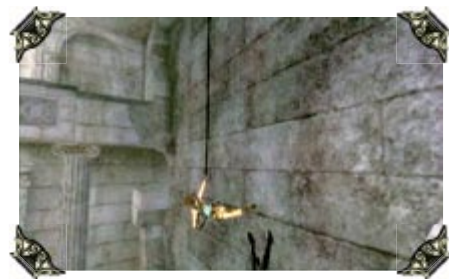


Leap and grab the lip, and shimmy left, until you spot a crack in the pillar section above you. Vault to grab that, then up to the top of the pillar itself. Turn around, and jump from here to the gate entrance flanked by two small pillars.



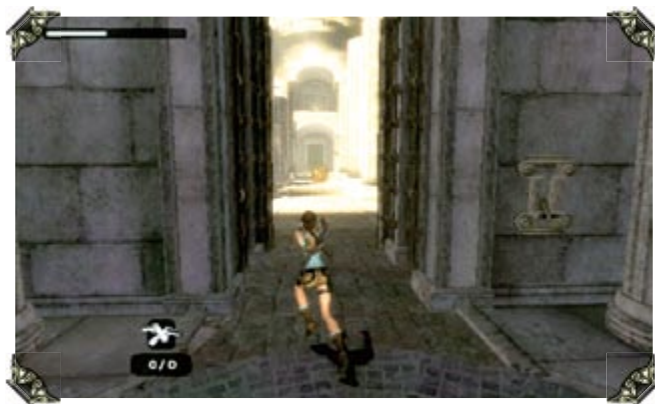
Enter through the now-open gate into a gray-stone chamber. There is a locked gate below and in front of you. Descend one level, either by leaping the gap in the derelict steps (picture #1), or using the wall hook (picture #2) on the left wall.

The wall hook is of particular importance, as it allows you to rappel down as far as possible, then Wall Run left, and leap to a hidden alcove, where a large amount of health can be claimed.



**You obtained the
Large Medipack!**

INTO THE UPPER ALCOVE



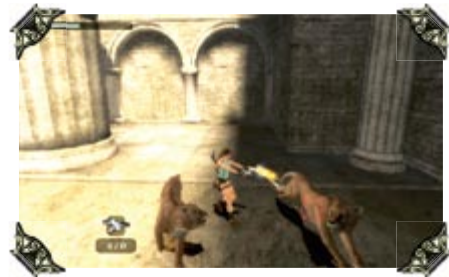
You can stand on another ground switch in the middle of this room. It opens the portcullis, but it closes before you can reach it. You can pull a lever to the right of the lower door, opening the doors. Bring out your favored weapon.

NOTE

Before you open the doors, look up at the overhang above the door. There's another Perseus image up here! Seven stars are shining this time (as shown).



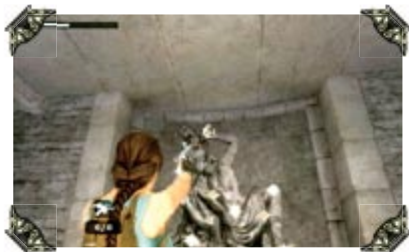
Two more lions roam this hallway, and you must defeat both as nimbly as possible to avoid a savaging. Concentrate on shooting one, then the other.



TIME TRIAL TACTICS

From this point on, ignore the Artifact and complete the globe rolling to open the final gate in this area.

Now backtrack up your preferred pillars, all the way to the main fresco. Manually aim at the following parts: the left foot, the right foot, the lower torso, the outer knee, the Medusa head, the blade (all shown in picture #1), and the blade hand (picture #2). Study these pictures instead of memorizing the image on the door overhang. Once all 7 stars are shining, the small gate in the Artifact alcove opens.



As with the other fresco puzzles, you do not need to seek the clue out before you shoot the main fresco itself. This means you can release the gate to the Artifact as soon as you want, minimizing the backtracking!

Head directly to the upper alcove, and move into the black area where you find the first Artifact. Collect it, and then wall run safely to the ground.



You obtained the Artifact! (1 of 6)

ENTER THE SUBTERRANEAN TOWER CHAMBER



It is time for the folly's secrets to be revealed! Move to the bronze globe and push it out of the ground switch. Then roll or shoot it toward the open doors at the hallway's far end. Steer the globe onto the second ground switch.

ST. FRANCIS'S FOLLY

Tasks 3 and 4



The folly gate now recedes. Head up the steps, then descend a long spiral staircase that takes you deep into the earth. Slow as you reach the exit, and prepare to be amazed!

TASK 4: ENTER THE SHRINE TO HEPHAESTUS

LOCATE POSEIDON'S LEVER



Catch your breath and peer over the side of a massive subterranean tower! There are many vertigo-inducing jumps to come, but follow the route described for the most proficient way to descend to the bottom of this structure.



CAUTION

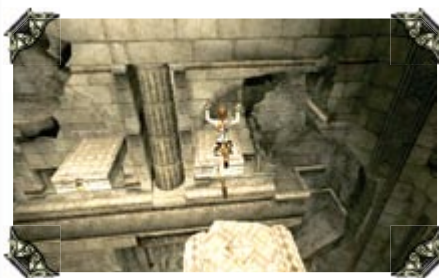
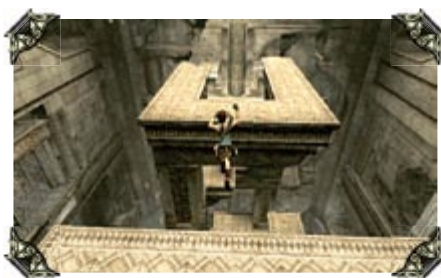
Be very careful! Save often! One inaccurate leap or drop in the wrong direction can end your tomb raiding days for good!

NOTE

- **This chamber looks incredibly complicated, with dozens of alcoves, but there are really only five main exits, each with a switch that opens it.**
- **At the bottom of the tower (as shown) are four keyholes, each requiring a key from a different god. Claim the keys, then head here at the very end.**
- **Currently, the only exit is the one leading to Hephaestus's shrine.**



Begin your first quest! From the very top of the structure, leap to the crumbling tower itself, onto the U-shaped structure, and run to the right side.



Produce your grapple, fire it at the retracted platform, and pull it out from the wall. Then jump to the platform and the extended platform to the left of it.

Turn right slightly as you land on the second platform, and jump to the crumbled ledge in the perimeter wall. Move left, and then line yourself up. Jump and grab the pole.

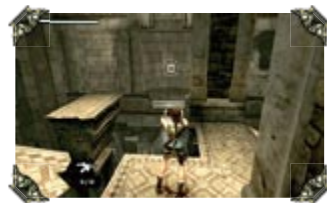


Swing off the pole, grab the edge of the ledge, and pull yourself up. Head up the steps to an ornate lever flanked by torches. Pull the lever, and the door to Poseidon's shrine opens!



LOCATE HEPHAESTUS'S LEVER

A platform rumbles out from the steps. Walk onto it with your weapons drawn. Bring down two giant bats as they fly up and over the U-shaped structure.



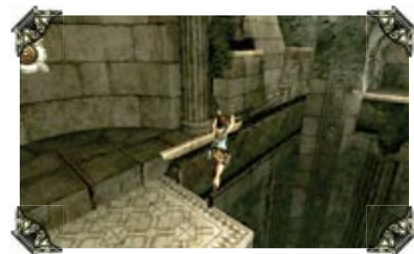
Jump to the U-shaped platform. At the long end of the "U," locate a piece of platform that's already fallen to the section below, and drop down to it. Walk off that section, and turn left slightly.

Turn a further 90 degrees left and there will be a grapple ring at the top of a pillar directly in front of you. Use your grapple and pull the pillar down. Grab the ledge in front of you and then drop to the platform below. Climb up onto the fallen pillar (it will settle slightly) and use it to cross the gap, grabbing the small Medipack to the left at the far end.

Turn to the right and jump to the platform in front of you; climb onto a second lower platform and then jump up and hang from the ledge ahead of you. Shimmy round the corner to the right until you're braced against the broken top of a pillar. Then vault up two ledges, shimmying to the left as necessary. Now run up the steps and pull the switch at the top to open the door to Hephaestus's shrine.

Descend to Hephaestus's Door

Another platform extends from in front of the switch you've just pulled. Use it to return to the central structure, once again with weapons ready: more bats are headed your way. Now repeat the route you took to the switch to the point where you collapsed the pillar (but this time don't turn so far left) and shoot a wall switch in an alcove in front of you (you probably noticed it on the way to the switch).



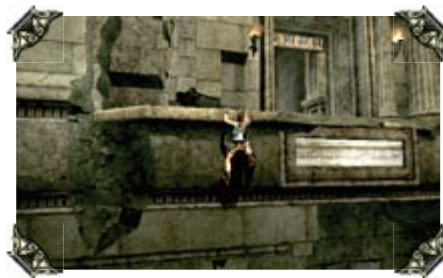
When you shoot the switch, a platform rumbles out of the perimeter wall under it. Turn left slightly, and leap to the small section of floor (picture #1), and then to the platform you just summoned. Land and turn right. Line yourself up diagonally (as shown in picture #2) with the wall lip, and leap to it. If you leap long, you'll actually grab the small lip above the right end of it.



CAUTION

This last leap is a little tricky, so line yourself up well. If you miss, you can run onto the ledge where the wall switch is, and drop down on the right side.

Leap up to the small lip above the long one if you aren't already hanging from it, and shimmy to the right. Jump to the next small lip, then scramble up into the crumbled and tiny alcove. Turn around, line up with the pole, and leap out to it.



Swing and leap from the pole to the small lip and drop vertically to the edge of a small alcove. Climb onto the floor and crouch. Shuffle into the U-shaped alcove and out the

other side. Drop and dangle from the long lip and shimmy right. At the end of the lip, climb onto the entrance to Hephaestus's shrine.

TASK 5: LOCATE HEPHAESTUS'S ARTIFACT

NAVIGATE THE BLOCKED DOOR

NOTE

Hephaestus, the son of Zeus and Hera, was lamed from birth and became a blacksmith in charge of the gods' forge and creating thunderbolts for his father. Ill-tempered and troublesome, he is short and muscular but moves slowly due to his disability.

Enter the impressive entrance and run down the connecting corridor to an iron door, behind which you can see a multitude of spikes. Pull the lever, and instead of opening, the door falls off its hinges. Dodge it, or you'll be hurt!



With the doorway blocked, turn and run to the right side of the exit doorway. Jump up the ledge lip, vault up, shimmying right and vault up again, then shuffling along with side wall. At the end, turn and leap to a hole above the blocked doorway.



ST. FRANCIS'S FOLLY

Task 5



CAUTION

Dangle, then drop down on the other side of this and every other hole you traverse when entering and exiting these shrines. If you don't, you'll usually take a little damage from the fall.

OPEN THE INNER SHRINE GATES



Turn the corner, and run into a highly electrified chamber. An orb with an electrical power source is blasting an undulating floor with arcs of lightning. Expect to be frazzled if you're hit by this crackling blast! Inspect the floor, and you'll see that some of the tiles randomly rise into one of four patterns (as shown).



TIP

Study the four previous pictures to see where the lower tiles are, and stand on them as you progress through this dangerous puzzle.

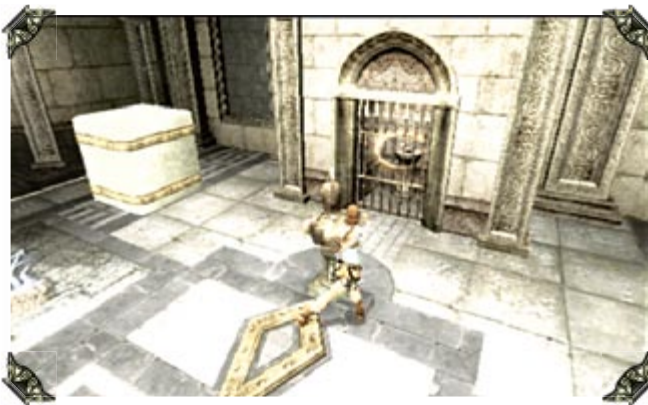
You're safe if you stand on the lower tiles during the lightning strike. To open the gates, you must stand on each of the floor switches in the four corners of the chamber. Run to the near right one just as the section of floor descends.



Next, react quickly to the floor pattern, quickly moving to the sunken tiles for safety, then leap and stand on the three remaining floor switches when they are low, not raised. The inner gates ascend.

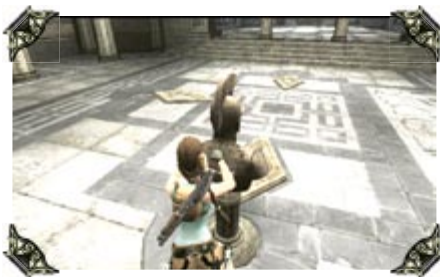


BEGIN HEPHAESTUS'S TRIAL



Enter the inner chamber, and look around. In the far right corner is a small metal column with a carved head on it. On the floor are three circular depressions. Move this column to the circle next to a gate. If you peer through the gate, you'll see a key.

Make sure the stone column's bust is facing into the floor pattern, as shown.



By now you should have noticed the gigantic hammer in the side alcove of this chamber. In front of it is a mosaic on the ground, showing the god at his forge. Push the block of stone to the floor switch under the hammer. It smashes the block into shards.



The hammer also squashes you into a pulp if you stand on the floor switch for more than a second after activating it. Avoid this switch!

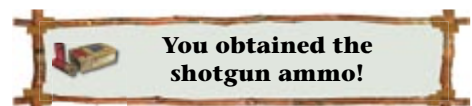
Inside the block is a second column and bust. Quickly push it off the switch while the hammer retracts, and into the circle opposite the first bust. Turn the bust inward, just like before.



The busts can be placed in any of the circular depressions, but the route shown here is the quickest.



There's another block, but it's above you, on a balcony to the right of the gate with the key behind it. Head over to the floor switch, stand on it, and quickly step off as the hammer descends. Turn and grab the hammer, climb on top of it before it retracts, and turn; jump off the hammer, onto the small raised corner platform. Collect the shotgun ammo here. There's an alcove higher up, to the left of the hammer too; activate the hammer, jump on top of it, and jump to claim the large health pack as the hammer starts to rise.



Turn and leap from the raised corner platform to the pole, and off to the floor above the barred gate with the key in it. Turn and check the opening on your left. It leads to a black chamber. Secure the Artifact on the floor to the left of the entrance.



You obtained the
Artifact! (2 of 6)

TIME TRIAL TACTICS

Ignore this Artifact if time is your only consideration.

TASK 6: COMPLETE HEPHAESTUS'S TRIAL

CLAIMING HEPHAESTUS'S KEY

Exit the Artifact alcove and swing from the next pole to the balcony overlooking the room. Take the block up here and drag it to the middle of the balcony, where the lip ends, so you can shove it over the side.



It smashes into pieces, revealing the third and final column and bust. It is standing only inches away from the third circular depression, so push it there, turning it to face the middle of the room. Your completed chamber should look as shown.

ST. FRANCIS'S FOLLY

Tasks 6 and 7

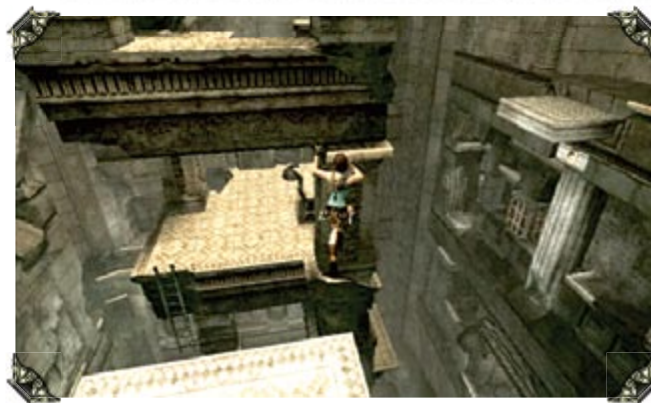


The gate hasn't opened, and it won't until you step on the floor switch, dropping the hammer. Dive out of the way before you're struck, and the gate retracts. Step to the gate and take the Key of Hephaestus!

You obtained the Key
of Hephaestus!

TASK 7: ENTER THE SHRINE TO POSEIDON

DESCEND TO THE SHRINE ENTRANCE



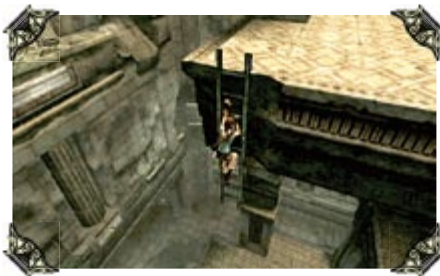
The platform rumbles out into the sickeningly long drop. Run off the end of it pointing slightly to the right, and grab the small corner lip of the main tower structure.





Shimmy around the corner, and then drop down to the lip of the floor. Shimmy to the right, past the column, and pull yourself up next to the fallen floor section.

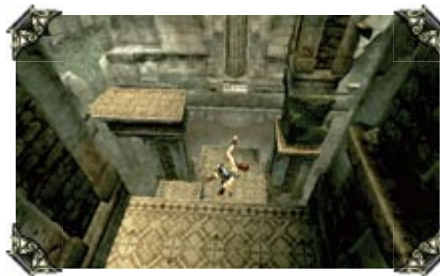
Run out and to the left of this floor area, locating the ladder. Climb down it, and then drop off the end of it, landing on a small thin section of floor below.



Run to the non-jagged end of this platform and dangle. Then drop to the larger floor section and columns below.



Alternate Route: This route is slightly quicker. Leap to the central tower as before, but instead of pulling yourself up next to the fallen floor section, drop down.



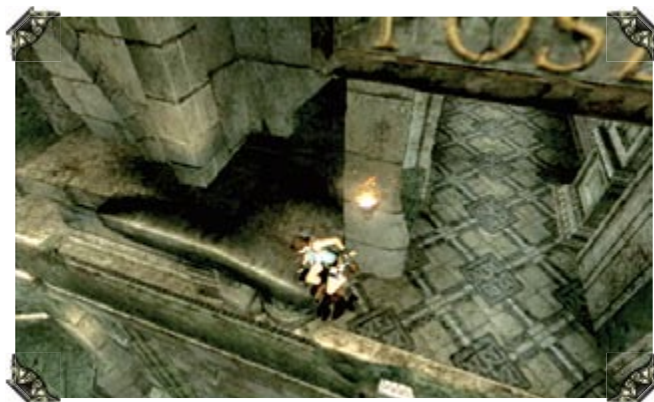
You land on a square section of flooring. From here, run forward, dangle off the edge of the floor, and drop to the larger floor section and columns below.

Once on this section of tower, move to the promontory and look for the platform retracted into the perimeter wall. Fire your grapple and pull the platform out.



Leap onto the platform, turn right, and make a terrifying long leap to a small section of ledge lip. Grab and shimmy right, then laterally jump to the tiny lip in the corner. Then

vault up, shimmy right, vault up again, shimmy right a second time, and you're at a small alcove embedded in the perimeter wall.



Turn right and crouch down, maneuvering into the low gap, then walking down the slight slope to the grand entrance. Head inside as soon as you can.

TASK 8: LOCATE POSEIDON'S ARTIFACT

NOTE

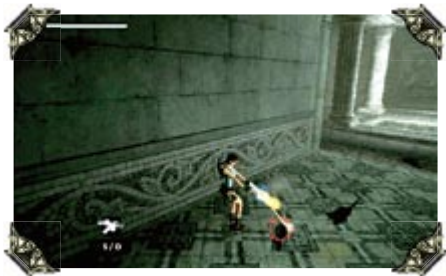
Poseidon is the Greek god of the sea, and father to many Grecian heroes of yore. He is said to be able to cause severe storms and wreck any ship with the aid of a massive trident.

NAVIGATE A SECOND BLOCKED DOOR



Round the corner to another badly malfunctioning door. Pull the lever on the right, and as before, leap to the central lip on the iron frame, ride it up, then leap to the hole before the frame descends. Crawl through to the other side, dangle off the hole edge, and drop down.

Immediately bring out your pistols and leap around the corner, firing at three dark shapes on the ground. These scurrying fiends are large rats. Either ignore them, or quickly defeat them with pistol fire.



LARGE RAT

Inhabiting dank and unpleasant areas, these large furry vermin are more of a nuisance than a threat. They can nibble at you, scurrying quickly and annoying you as you progress. However, they are quickly defeated with some simple evasive jumps and consistent pistol fire.



ST. FRANCIS'S FOLLY

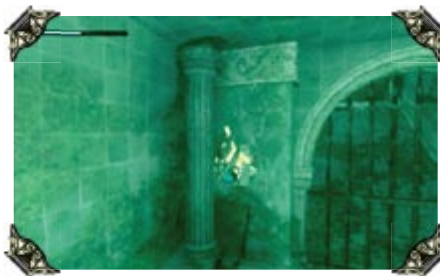


Task 8

BEGIN POSEIDON'S TRIAL



Past the vermin, swan dive into the square plunge pool at the end of the corridor. Swim downward immediately.



Swim quickly down to a gated archway at the bottom of this stone tunnel and immediately pull the lever to the

left of it. With your remaining air, swim quickly (using ▲ and ×) through the archway and up to the plunge pool exit.

You arrive in an impressive, but dilapidated, domed temple with three separate floors. Take a moment to gaze around at all the nooks and crannies. There's a lever on a crumbled pillar ahead, but it's too high to reach.

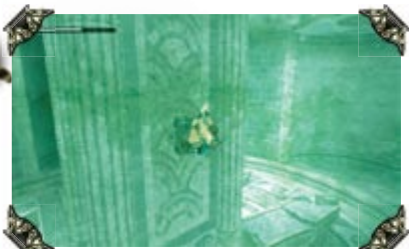


Head over the humped bridge to the central circular part. There's water on all sides, but don't dive in yet. To the left is a small alcove with a circular design on the floor.



There's a Small Medipack here. On the opposite side is a fish fountain, pouring water. It looks like this could raise or lower the water level. Between these two areas is a caged alcove.

You got the Small Medipack!



Now for the Artifact that's caged in a small alcove. Dive into the water and swim around the central column underwater until you spot the lever there. Pull on the lever and swim up to the surface. The lever releases the bars of the gate, allowing you to take the Artifact.

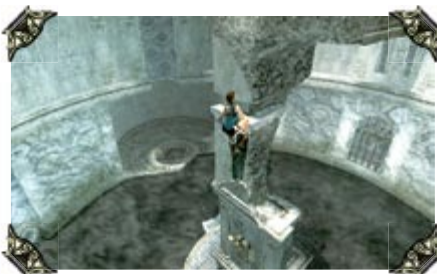
You obtained the Artifact! (3 of 6)

TIME TRIAL TACTICS

Obtaining both the Small Medipack and Artifact waste time; ignore them if you're planning a quick expedition.

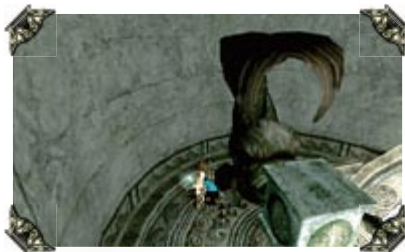
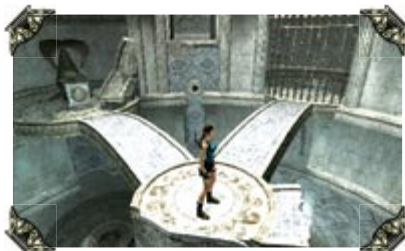
TASK 9: COMPLETE POSEIDON'S TRIAL

RELEASING THE TINY RAFT



and shimmy left, then vault up to the bridged platform on the upper floor.

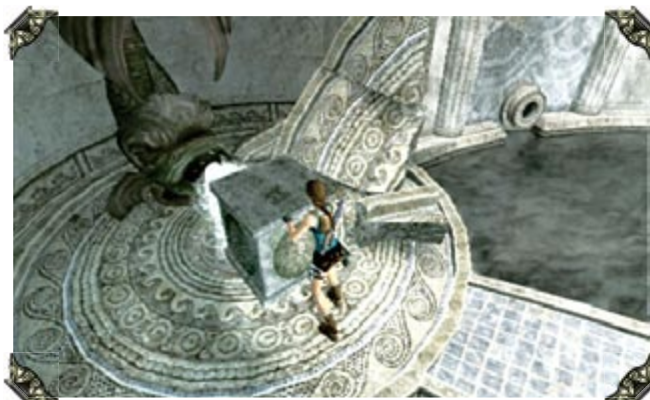
Take a moment to check out your surroundings. Behind you is another tiny alcove with an item in it. To your left are a fish fountain and a block, with some ammunition next to it (picture #2). Ahead is a gate, with your Key behind it. There's a single block on a remote alcove you can't reach, to your right.



You obtained the 50 caliber pistol ammo!

NOTE

The block on the remote alcove is directly above the fish fountain below. Hmmm....



The only plan left is to move to the fish fountain on this level and pull the block away from it. This allows the water to flow and fill up the chamber all the way up to this level.



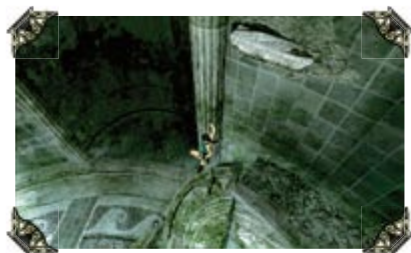
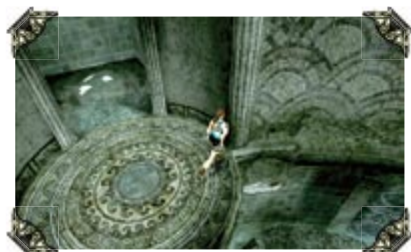
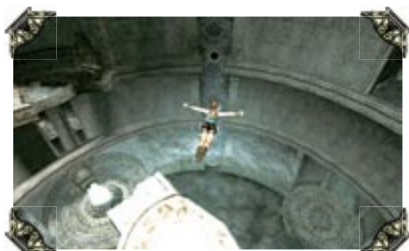
Dive off the pathway or alcove and swim down to the lever on the crumbled pillar. Now that this area is underwater, you can activate the pillar lever by pulling it. At the very bottom of the chamber, a grating shifts and a small, square raft floats up. It is stuck under one of the humped bridges.



Ignore this raft for the moment and swim to the upper chamber and exit at the remote alcove with the block on it. Push the block into the water. It sinks down to the fish fountain below.



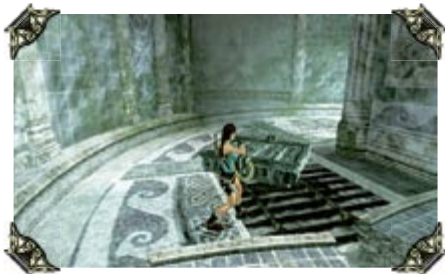
Swim across to the central part of the chamber and run over the humped bridge to the fish fountain. Push the block back and the water lowers. Let go, then swan dive (picture #1) off the middle area of the platform, diving into the water to the right of the lower fish fountain. Then surface and push the block you just shoved from the remote alcove into its new home: the mouth of the spurting fish!



The entire room empties of water with this fish fountain blocked! Now you can free the raft from under the bridge, although it has sunk to the base of the chamber. Run to the left of the central pillar, and drop off the right side of the entrance circle; two ledge lips and some collapsed rubble break your fall. You land close to the raft.

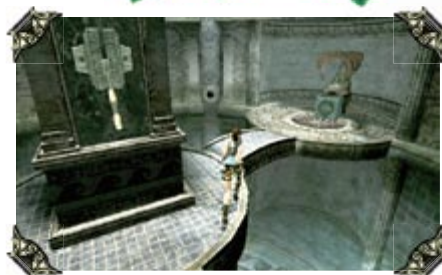
CLAIMING POSEIDON'S KEY

Drop to the ground and run past the raft to the left. Turn and grapple the raft, dragging it counterclockwise to the pieces of debris near the opposite grating. The debris pieces are the remains of two humped bridges from the walkways above.



ST. FRANCIS'S FOLLY

Task 9



Jump over the debris and climb up to the level above, running to the right of the crumbled pillar with the lever on it. You're heading to the fish fountain. Pull the block back so the water level rises.



As soon as the water begins to rise, run across, then leap to the large remote alcove on this level, where you found a Small Medipack earlier. Collect it if you haven't already, then fire the grapple at the floating raft. Pull it to the location shown in the picture, but **no farther toward you!**



You need to position the raft between the two humped bridges on the upper level. Both bridges are destroyed on the main level you're on, so place the raft between the two jagged edges, where the bridges were once connected. Look up to gauge the distance too, if you need to.

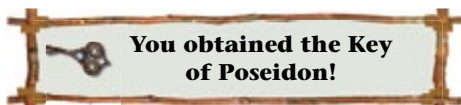
With the raft positioned to your liking, climb the central crumbled pillar to the upper level and maneuver the block at the fish fountain to raise the water level. The raft should be positioned as shown, between the two bridges. If this isn't the case, lower the level and reposition the raft.





you need to, then leap up, turn right, leap to the upper lip, shimmy right, and laterally jump.

You grab the lip leading to a hole above the gate. Crawl through and drop down, then turn and pull the lever to the left of the gate, on the inside. The gate grinds open. Then turn and collect the Key of Poseidon behind you. The trial is complete, aside from your escape!



LEAVING POSEIDON'S DOME



Swim back to the connecting corridor where you defeated the large rats. Activate the door lever, leap to the frame as usual, and vault to the hole just as the frame descends.



Vacating this area is straightforward. Return to the fish fountain on this upper level, and pull back the block so the water level lowers. Then swan dive off the walkway, diving to the right. Surface immediately, climb onto the walkway in front of you, and make a right. Swan dive again (picture #2) through the rectangular exit, and into the pool.

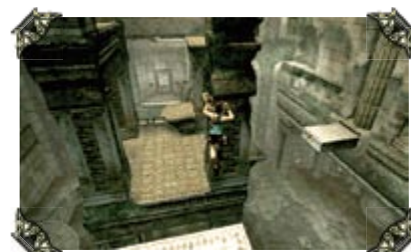
Crawl through the hole, dangle, and drop to the other side. Run back to the subterranean tower without delay and watch as another platform trundles out into the open air.



TASK 10: SCALE THE TOWER, LOCATE THE ARTIFACT

LOCATE DAMOCLES'S LEVER

Run forward to the end of the platform and make a long leap, positioning yourself slightly to the right so you grab a tiny ledge lip on the corner of the central tower. Shimmy right, then vault up to the next ledge before shimmying right again, around the corner. Make a leap right (picture #2), grabbing the section of floor, and climb onto it.



It's time for a daring leap! Run and launch yourself off the end of this platform, toward the outer wall. With enough length, you'll land inside the

wall and slide left, landing at a lever. Pull it down, and the entrance to the shrine of Damocles opens!

LOCATE ATLAS'S LEVER

You're almost at the base of the tower, so drop and hang from the ledge, drop to the lower lip, and shimmy left. Then drop to the steps. If you do this earlier, you risk a jarring fall.



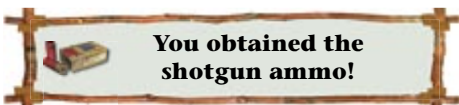
The reason for dropping here is obvious when you turn left, run up the additional steps, and locate the final lever in the tower. Pull it to unlock the entrance to Atlas's shrine.



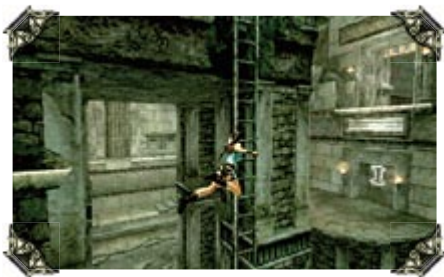
ASCEND TO THE TOP OF THE TOWER



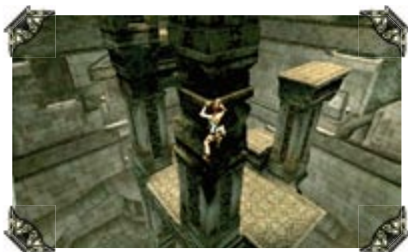
You must now scale the central tower, beginning with the rubble at the base. Lift yourself onto it, turn and jump to the larger piece of fallen flooring, then turn around and leap for the ledge lip above. Make sure you claim the shotgun ammunition from the initial section of rubble (picture #2).



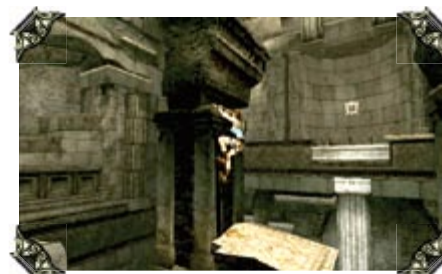
Shimmy around the corner of the lip, and jump to the right, clinging to the ladder and quickly climbing it to the relatively safe floor above.



Immediately turn left and climb onto the piece of fallen floor. Use your height advantage to turn right and jump to the ledge lip on the far left column. Shimmy right, around it, then up to another lip. Shimmy right again so you can jump to the piece of flooring to the right. Once you're on this piece of remote flooring, turn left and leap the gap to the square piece of upper flooring between the two columns.



The ascent continues! Once on the flooring, turn left, jump to the lip on the column, shimmy around the corner, vault up, shimmy left, and leap left to the next column.



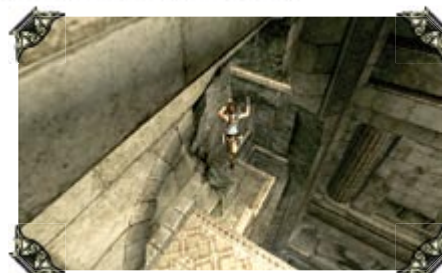
Vault up to the lip of the main floor above, shimmy right, and clamber onto it. Turn right and climb on the fallen section, then leap and grab the lip of the column it is resting near. Vault up and stand on another remote area of flooring.

Turn and face the tower's center. Jump to the other, larger section of floor, and jump to the ledge lip on the far left column, just left of that fallen section of floor (picture #1). From here, all you need to do is shimmy left around the corner, and vault up twice to reach the very top of this structure! Now leap across to the opposite side of the "U" (picture #2).



DESCEND TO THE ENTRANCE TO ATLAS'S SHRINE

Leap off the end of the flooring to the jutting platform you pulled out of the wall earlier. Turn right this time and line yourself up with the ledge lip inside the perimeter wall.



ST. FRANCIS'S FOLLY

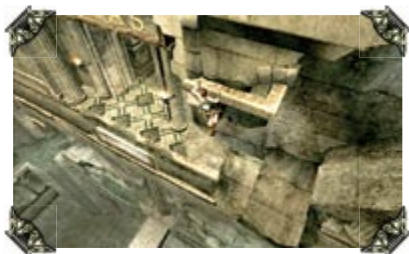
Task 10





Grab the lip, then drop from it. Grab the lip below, and drop from that. This leads to a slide, so be sure you jump at the end of it!

Assuming you didn't plummet to your doom, you grab a ledge. Shimmy around the corner, go left, then drop down. Catch the lip directly below you, then pull yourself up and stand on the perimeter of the entrance to Atlas's shrine! Enter here to activate the Checkpoint (picture #2).

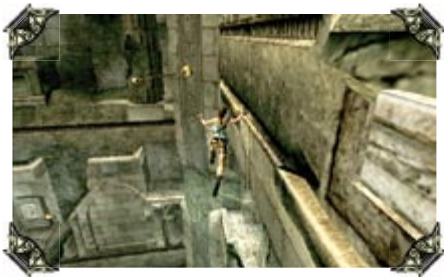


LOCATE THE HIDDEN ARTIFACT

TIME TRIAL TACTICS

The following part of the task isn't necessary if you're after a fast time. Enter Atlas's shrine immediately instead.

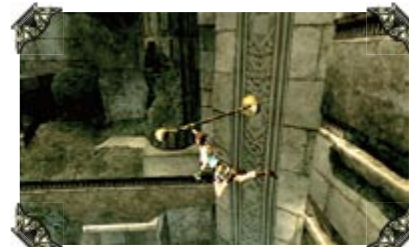
Return to the lip you climbed up from, and dangle off it. Drop to the long lip just below it and shimmy all the way left. Then leap left along the perimeter wall and grab the next ledge lip.



NOTE

If you've completed the Atlas area before you try to obtain this Artifact, a gray floor platform protrudes from this area. Drop down the left side of that to the long ledge instead.

At the end of this ledge is a pole. Line yourself up correctly, then jump to it. Swing off the pole onto a pile of dirt and large stones, and climb up them to claim the Artifact resting on the small ledge in the middle of this crumbling section of outer wall. Return to the Atlas chamber entrance the way you came.



You obtained the Artifact! (4 of 6)

TASK 11: COMPLETE THE TRIAL OF ATLAS

BEGIN ATLAS'S TRIAL



NOTE

Atlas is a Titan, and god of heavy burdens and lifting weights. When warfare with the Titans threatened Mount Olympus, Atlas lead the charge and was cursed by Zeus to forever hold the heavens on his back. He was outfoxed by Heracles the hero, and turned to stone by Perseus, becoming what is now known as Mount Atlas.



Enter the connecting corridor and activate the door lever to the right. As usual, you must ride the door frame upward, and grab the lip of the hole. Dangle, then drop down on the other side.



Run down the turning corridor until you reach this long stretching passage. A sizable hole in the ground prevents your progress. However, if you push the

winching mechanism counterclockwise, two floor sections close the gap.



As you let go of the winch, the floor sections gradually retract, so jump the increasingly widening gap to the other side. There's no way back, so head up the passage, looking for this small lip on the left wall. Shimmy left and leap to the longer ledge lip, shimmying along that until you can vault up. Clamber on top of the side wall, turn right and claim the 50 caliber pistol ammo from the left alcove, then drop to the lever ahead of you. Pull it, and two horizontal poles appear over the gap in the floor.



NOTE

There's another lever on the opposite side, but you can't reach it yet. Head to that area later.



You obtained the 50 caliber pistol ammo!

GLOBAL CONSEQUENCES



At the far end of the sloping passage is a bronze statue of Atlas carrying the world on his shoulders. Underneath is a gate guarded by some vicious spears. There's no need to check this area yet. Instead, make sure you are no closer than this (picture #1), and bring out your pistols. Shoot the wall switches to the left and right behind Atlas.

Each time you hit a wall switch, the statue falls forward a little, and a row of spears guarding the gate retracts. Once both are struck, the globe falls from Atlas's shoulders and rolls toward you! Run!



ST. FRANCIS'S FOLLY



Task 11

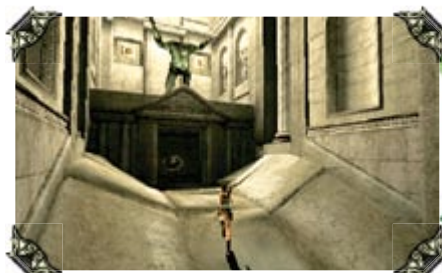


If you stand and fire too close to the globe, it rolls over and crushes you. Run back down the passage, all the way to the edge of the bottomless pit, and when you begin to fall forward, jump. You have enough time to grab the horizontal poles and swing off them, landing on the other side. The globe crashes through the poles and drops into the pit (picture #2).



You obtained the pistol ammo!

Now crank the winch that closes the floor, leap across before the floor retracts again, and run up the long passage, to where Atlas remains, now without his weight.



Pick up the shotgun shells from the entrance, then walk into the ornate doorway and grab the third unlocking device, the Key of Atlas, from the plinth it rests on.



You obtained the shotgun ammo!



You obtained the Key of Atlas!

TASK 12: OBTAIN THE ARTIFACT OF ATLAS

RUMMAGE IN THE RUBBLE

TIME TRIAL TACTICS

Searching for the Artifact wastes time, so ignore it and head to the lever.



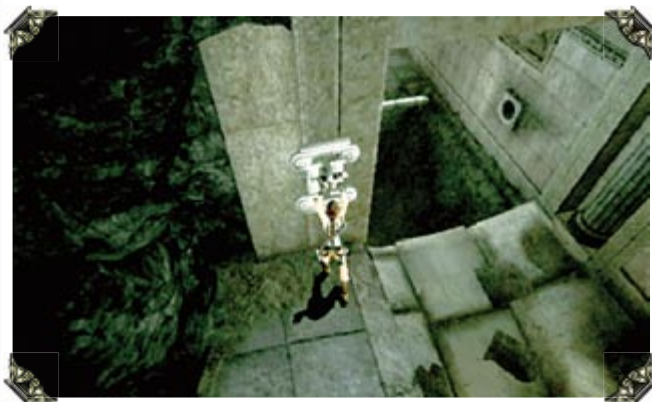
Run down the passage, pausing at the collapsed column on your left. Climb up the right side of it, which allows you to clamber up and onto the other side wall.

Collect a Small Medipack while you're up here. Turn left, and climb onto the higher wall section. Hiding among pieces of rock and rubble is your next Artifact.



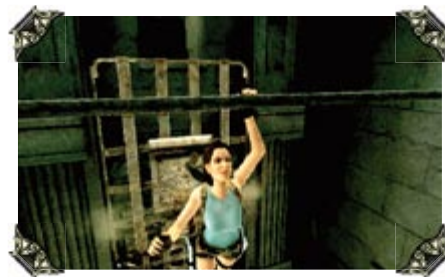
You obtained the Small Medipack!

You obtained the Artifact! (5 of 6)



Clamber down to the lower side wall, locate the lever, and pull it down. This lever activates the two sections of floor below. As they join, you should dangle, drop down, and leap across before they retract.

Exiting this area is a little different than the previous times you've negotiated the broken door. Operate the lever, leap to the door frame, and ride it up, but then turn and jump to the bar behind you. Stop swinging, turn round, and jump to the hole above the door.



Dangle and drop to the other side, and run out of the connecting corridor, back into the subterranean tower. You have one more challenge to face!

TASK 13: ENTER THE SHRINE TO DAMOCLES

DESCEND TO THE SHRINE ENTRANCE

From the extended platform outside the entrance to Atlas' shrine, jump off slightly to the left, so you grab the small column ledge on the exterior of the central tower. Drop down from this ledge lip to a second one, then shimmy right. Jump to the small island of flooring to your right. From this position, turn left, and leap between the columns to the square floored section.



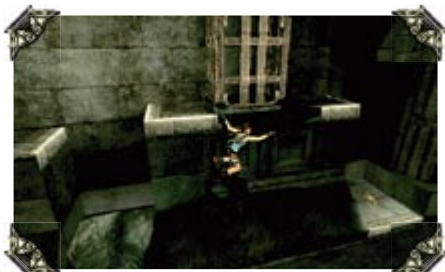
Look at the far wall to see a pillar with a hook at the top of it. Jump up to the pillar to your left, shimmy right around the corner, jump to the lip above, lateral jump left, jump to the lip above that, shimmy right, and then pull yourself down. From here, you can turn around and grapple-pull the pillar down.





Run over the fallen column to the exterior wall face and leap to the left ledge. Push the crate out of the way, so you can easily turn around and jump across, to the right. Then pull the right-side crate back as far as it can go.

This next part is optional, and unnecessary in Time Trial. Dangle from the outer ledge, shimmy right, jump to the tiny lip to the right of the crate, and shimmy around the corner. This allows you to drop down and grab a Small Medipack. Return the way you came.



You obtained the Small Medipack!



Climb on top of the right crate and make a long jump to the left, so you grab the ledge lip above and left of you. Shimmy around the corner, and left, to the end of this lip. Now drop down, jump left to the corner ledge, and drop to the tiny platform with another Small Medipack.



You obtained the Small Medipack!

ST. FRANCIS'S FOLLY

Tasks 12, 13, and 14



Hang from this tiny platform, drop to a lower ledge lip, then shimmy right, around the corner and into the perimeter wall. Drop to a short slide that ends at the entrance to Damocles's shrine.

TASK 14: LOCATE THE FINAL KEY OF THE GODS

BEGIN THE TRIAL OF DAMOCLES

NOTE

Damocles admired the wealth and comforts afforded to King Dionysius II. The king offered to show him what it was like, and he held a banquet where Damocles was treated to all the king's luxuries. But when Damocles looked up, he saw a sword suspended above his head, held by a single hair. He begged the king to let him depart, because he no longer desired to be so fortunate.

Enter the entrance chamber, where the malfunctioning door device requires a little more thought. Pull the lever and then position the block under the rising door so that when it drops, it drops onto the block. Then jump onto the block, grab the lip on the door, and jump to the lip above.



x3



CAUTION

Step back as the block falls, as it can easily crush you when it tumbles toward you.

Drop down to the other side, turn right, and step on the square floor pad. An impressive and solid-looking door grinds upward, allowing you access into a large, light-filled chamber.

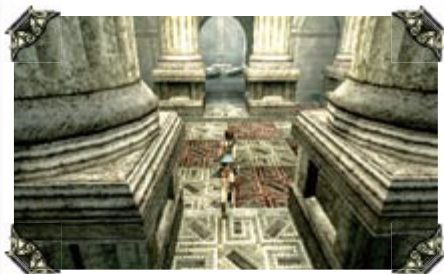


First, thoroughly inspect the chamber (if you're doing Time Trial, ignore this sightseeing). Look up to see vicious-looking swords pointing down at you from the ceiling.



TIP

Now would be a very wise time to save your progress, as this next section can be extremely difficult!



For the moment however, you are reasonably safe. None of the swords fall from the ceiling...yet! Run across the checkered floor pattern with the odd slits in them.



Dash into the back chamber and maneuver through the rubble to a central plinth with a circular column footing in the middle. Behind this circular dais is some ammunition, and to the right, behind the corner pillar is a

health pack (picture #3); grab them, then return to the dais. Resting on this is your final reward: the Key of Damocles! Run away from this plinth immediately, because giant swords drop from the ceiling and can skewer you if you remain there!



You obtained the 50 caliber pistol ammo!



You obtained the Small Medipack!



You obtained the Key of Damocles!

TASK 15: LOCATE THE ARTIFACT OF DAMOCLES

EXITING THE REAR CHAMBER



CAUTION

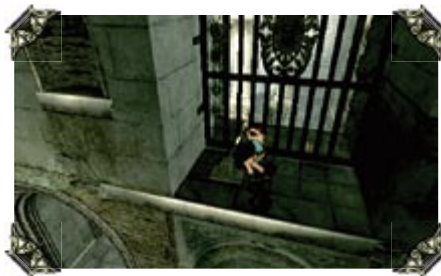
The trap has been sprung! These chambers are now full of sharp blades coming at you from multiple directions!



It's time for a nimble and extremely careful exit! Run to the back wall, where there's rubble shaped like a ramp, and run up, launch your grapple, wall run to either of the two corner platforms, and jump to them.

Turn and leap to the central platform, a rough, U-shaped structure atop a series of columns. Optionally run to the far end of the left part of the "U" to see your last Artifact. Alas, it is guarded by a host of blades sticking out of the balcony!





You can't reach the Artifact yet, so run around the U-shape to the other side, leap to the small square platform, and to the balcony with the arch grating behind it. Pull a

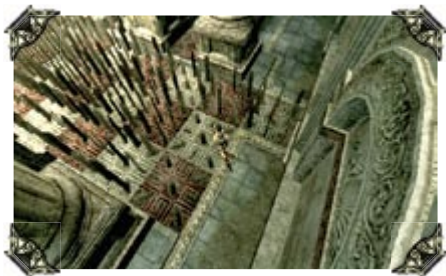
lever, which releases some of the blades in the next chamber. Hang from the ledge lip and drop down.

CROSSING THE BLADED CHECKERBOARD

Head out of the main arch, but take it slowly until you learn exactly where the swords are on the ceiling. They fall when you near their location below. Stay to the right as you exit and run right, then hug the inside of the next corner.



Run to the checkered floor area and locate the white square on the right side. The floor is full of swords stabbing up through the ground, and any striking you will defeat you!



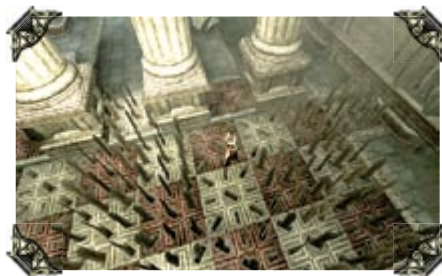
CAUTION

Follow this path but stay away from cutting corners or you'll brush up against the sword blades and suffer horrendous wounds!

Step on the white square when the two outer squares retract. Turn left and look inward. Wait for the outside left and middle red squares to retract. Quickly run and stand on the outside left square (as shown).



Face inward and wait for the outer left red and middle white squares to retract. Run to the middle white square and pause.



Turn and face the floor's far edge. A red square and a white square ahead and to your right retract. Simply run onto the red square, then the second red square, and exit the checkered area.



Turn left immediately as a sword falls down on your right. Look at the adjacent pictures; they show where the swords will fall from the ceiling. Head right, around the sword that drops on the central

path, then walk on the rubble; swords drop on either side of you. Then turn left and walk to the red square between the last two massive pillars.



NOTE

There are other swords waiting on the ceiling to drop, but you don't need to aimlessly wander and activate them. Concentrate on getting out of here! Save your game now!

ST. FRANCIS'S FOLLY

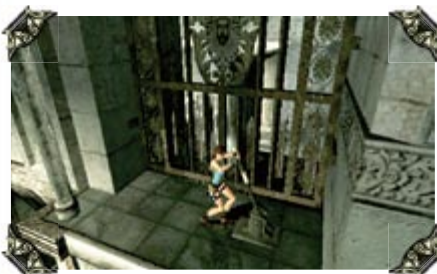
Task 15



SECURE THE FINAL ARTIFACT

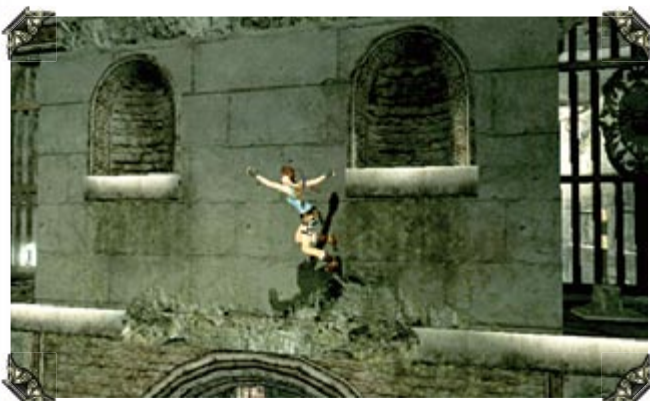


The remaining escape route is a little less fraught. Round the corner and then scramble onto the column base. Turn to the wall corner and leap to the ledge lip.



Vault up, then shimmy left, around to the other side of the balcony that houses the Artifact. There's a second lever here. If you aren't attempting a Time

Trial, pull this lever. The blades on the other side retract.



To claim the last Artifact, move around the slim vertical pole and drop down to the large archway. Backtrack to the U-shaped platform and go around the left side, then jump directly onto the platform and claim the Artifact.

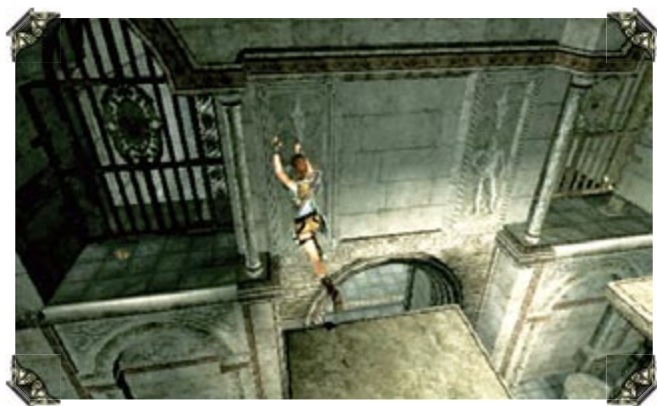


You obtained the
Artifact! (6 of 6)

TASK 16: UNLOCK THE COLISEUM GATE

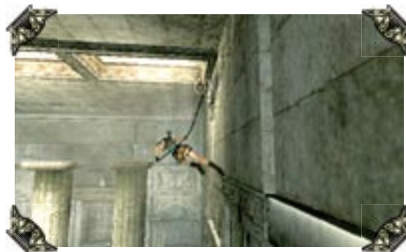
DAMOCLES DEPARTURE

Retrace your steps to the balcony with the second lever on it. Leap and climb the vertical pole, then line yourself up with the large pillar on your left. Jump backward onto the lip of it.



Turn right slightly and jump to the top of the next pillar. Then turn right slightly again and make a long leap to another narrow vertical pole on the other side of the archway below. Drop onto the balcony and claim the Large Medipack there.

You obtained the
Large Medipack!



It's time for some aerobatic daring! Turn and leap to the two ledge lips on the next outer wall and shimmy left on the top one. Grapple the wall hook and wall run to the other side, retract the grapple, and before you fall, turn and jump onto the pillar to your left (picture #2). You can do this without turning and running back along the wall.



Once you climb onto the top of the pillar, leaping to the subsequent ones is a straightforward affair. At the far end, jump and grab the upper ledge on the wall, then jump to the dangerous bladed chamber.



Shimmy right and be sure you jump to the ledge in the corner, and not out into the dangerous bladed chamber!



You're almost free from this deadly chamber. Just shimmy right and leap to the corner ledge lip, then to the alcove above the entrance door. Turn the winch

counterclockwise until you can't push it anymore, then hang down from the alcove lip, drop, and exit under the door before it rumbles closed.

TIME TRIAL TACTICS

You can actually open the exit door about two-thirds and quickly jump down and roll under it to save you a second or two...if you dare!



After the madness of the previous chamber, the exit door is straightforward. Pull the lever, jump to the ascending frame, and leap up to the hole.

ST. FRANCIS'S FOLLY

Task 16

FOUR KEYS AND FOUR LOCKS



Exit the shrine and immediately drop to the right. You land on the ground level of this massive tower chamber. Swan dive off the circular platform, just for show! Head to the four glowing locks on the opposite wall.



These keys can be inserted into their locks as soon as you obtain them; they don't need to be unlocked all at once, although this involves the least amount of backtracking.



The Key of Poseidon fits into this lock, on the far left.



The Key of Hephaestus fits into this lock, on the middle left.



The Key of Damocles fits into this lock, on the middle right.



The Key of Atlas fits into this lock, on the far right.

Once all the locks are fitted with their specific key, the coliseum gate opens. What horrors await you in this violent place?

TIME TRIAL TACTICS

Time Trial Time to Beat: 00:34:00

GREECE

PART 2: THE COLISEUM

THE COLISEUM: OVERVIEW

A massive monument built to honor the goddess of war and wisdom, this gargantuan coliseum hasn't seen a good pitched battle in hundreds of years. But now, the roaming animals (which you're sure Pierre has set free) challenge you to a mauling! After negotiating a small rat-infested chamber and swimming the conduits you arrive at a cage room. After a deft bit of wall play, you finally reach a breathtaking amphitheater, now filled with the grunts and moans of two massive mountain gorillas. After frantic combat, scale the arena sides to locate a lever allowing you access to the main cage chamber, and a deadly dance with more gorillas and lions. After obtaining the Balcony Key and fighting yet more animals, you are free to scale the arena's heights, grappling, leaping, and finally clambering onto the roof of a smaller temple structure; the only known entrance to the fabled Gardens of Midas.

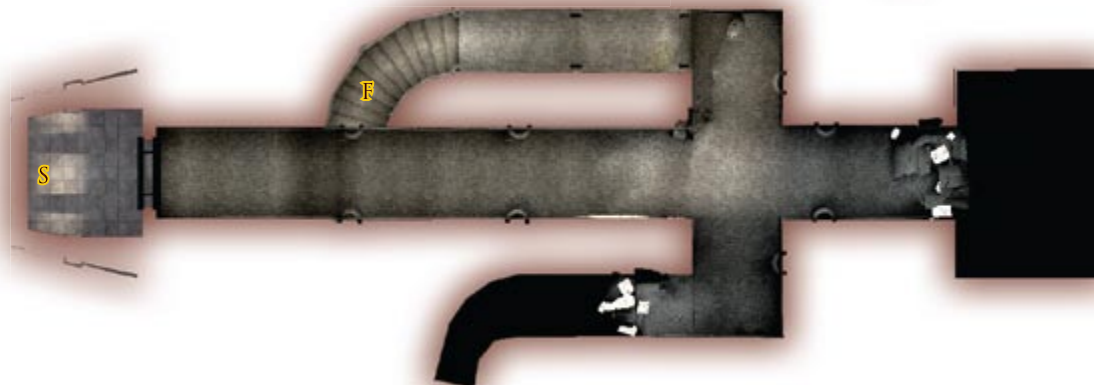


LEGEND

S Start Point	Switch/Lever
F Finish Point	Foe
Grapple Ring	Artifact/Relic
Rope or Vine	Ammunition
Box or Crate	Medipack
Moveable/Destructible Object	Task Item
Floor Switch	Boss

THE COLISEUM

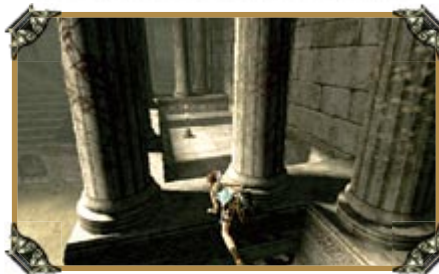
Task 1



TASKS TO PERFORM



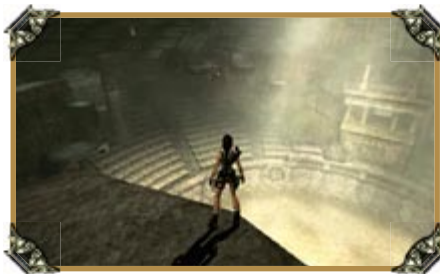
1. Enter the Coliseum Arena



2. Release the Main Temple Gate



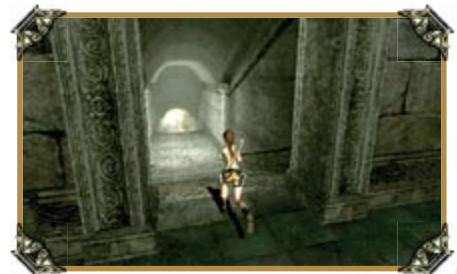
3. Obtain the Key from the Cage Chamber



4. Unlock the Gate to the Upper Balcony



5. Locate the Coliseum's Artifact



6. Exit the Coliseum

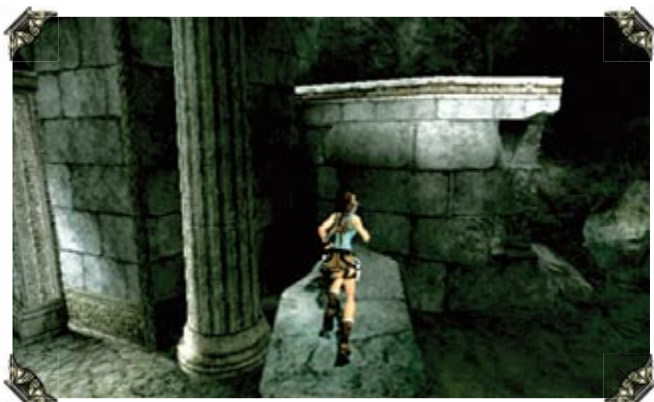
TASK 1: ENTER THE COLISEUM ARENA

LOCATE THE ANCIENT UNDERWATER TUNNEL

At the base of the giant subterranean tower, unlock the gate using the four Keys of the Gods and run into a long connecting corridor. Turn left, sprint down the corridor, and make a right with your guns drawn.

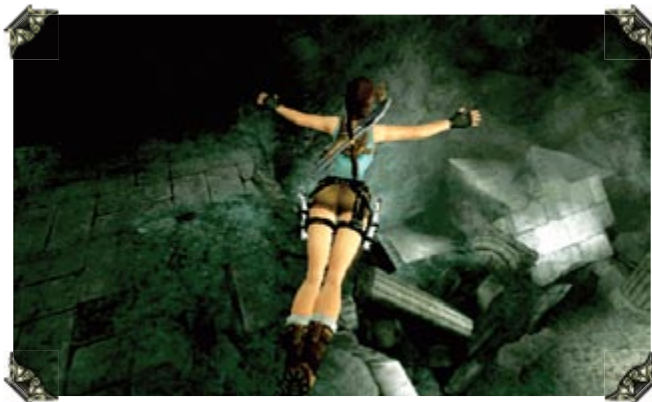


On the stone floor up ahead, quickly shoot two large rats, optionally leaping to ensure you aren't bitten.



With the rats removed, inspect this seemingly dead-end chamber. At the far end, you can hear shuffling sounds from above. Retreat and leap up the section of crumbling stone next to the column, grabbing a partially destroyed platform. Heave yourself onto this platform, optionally turn left, grab the top of the pillar, and scramble to reach a medipack. Then drop back to the platform, turn right, leap to a similar-sized section, then to a balcony overlooking the chamber. The mysterious shuffling is another rat. Blast it after leaping and climbing onto this section.

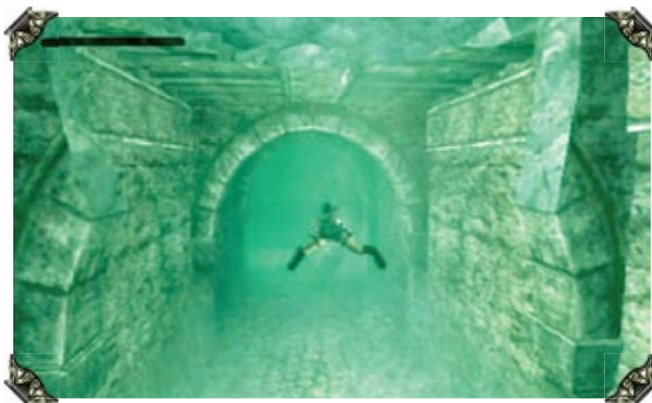
You obtained the Small Medipack!



Move to this balcony's far end and peer over to the rubble below. Swan dive off the balcony into an underwater tunnel and swim quickly downward. If you want to grab more ammo, surface, pull yourself onto the small rubble section in the corner and claim the bullets.

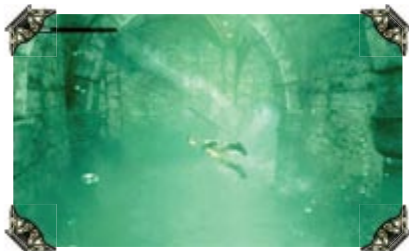


You obtained the shotgun ammo!



Turn right as you swim to the main tunnel section and quicken your strokes. Look for a T-junction and a slab of stone resting against the right side of the tunnel.





Quickly swim to the left at this junction, as the route to the right is blocked. Ahead is another junction and more debris; swim under the section of stonework propped up diagonally in your way, and then turn right, quickly swimming to the hole in the far wall (picture #2). This leads to an exit chute; swim up quickly with **X**, and surface.

CARNAGE IN THE CAGE ROOM



You appear in a semicircular body of water in a room stocked with empty cages. However, something's moving as you emerge from the water. Quickly draw your pistols and shoot two large rats and two giant bats without being struck by their biting attacks.

Before you maneuver around, check the small cage near the water, to the right. Leap on it, then shimmy and leap right, along the walls until you reach a larger cage on the other side of the room. There's a large amount of health to grab here.



You obtained the Large Medipack!

THE COLISEUM

Task 1



There doesn't appear to be a way out of this chamber until you realize there's some shimmying to be done! Locate the small cage to the right of the pool and climb onto it. Leap up to the square block slightly protruding from the wall and shimmy across it. Turn and jump to the column. Turn and leap to the lip over the pool, and shimmy to the left, around the corner. Turn and jump to a second block lip, and once on that, turn and jump (picture #2) to the second column.

Climb to the top of this vertical structure, then turn and leap off it, onto the large crate behind you. Run and leap over the gap in the cage fencing and land on crates on the other side.



There's little to find in the dark alcoves, so take the sandy passageway leading upward, winding around the corners until you reach the opening, with the gigantic coliseum visible ahead....

TASK 2: RELEASE THE MAIN TEMPLE GATE

KILLER GORILLA



You stride into the Coliseum of Athena and watch as a massive, sinewy mountain gorilla trots down from the stands. Enraged at your trespassing, it picks up a large piece of rock, throws it at you, and then beats its chest, its bellows echoing around this domed structure!

Combat begins immediately, so bring out your shotgun and choose one of two plans: escape to higher ground, or fight in the arena. Begin by blasting the nearest gorilla with three sharp shotgun rounds until it falls. Jump its pawing swipe and any rocks that are thrown.

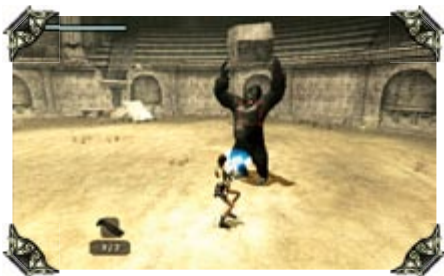


GORILLA

The mountain gorilla is a terrifying foe because it is quick, incredibly strong, and has both short and long range attacks. Its bellow is the least of your worries; it's the pawing and the leaping overhead slam that can knock you around. Right yourself quickly with \times and back up when you can, or attack from a vantage point the gorillas can't reach. Jump and dodge when it throws chunks of stone, too, as these can seriously damage you. Three shotgun blasts do the trick.



When one gorilla remains, simply keep your distance, then run in (as the shotgun is more damaging at close range) and blast the beast; it is particularly vulnerable when lifting a stone to throw.

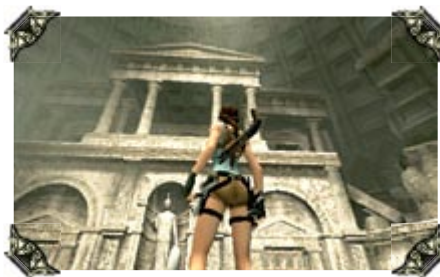


You can also flee the arena and blast the two gorillas from the audience steps around the perimeter. Use pistol shots because you have unlimited ammo.

TIME TRIAL TACTICS

Maneuvering through the coliseum is hard enough without taking on gorillas. Quickly sprint to the fallen wall and ignore the gorilla menace.

SEARCHING THE COLISEUM



When the two gorillas are defeated, view this astonishing coliseum, built to honor Athena (she's the warrior maiden carved out of the bedrock). The main temple

structure is the most impressive building here, and it has a locked door on the ground level, to the right.



NOTE

Athena is the Greek goddess of wisdom and war, and the favorite child of Zeus. She also was very fond of a particular Greek city, and gave its inhabitants an olive tree, granting the populace food, wood, and oil. The city was thus named Athens, in her honor.



After combat (or even during, to escape the gorillas), locate the only available exit up to the stands: the piece of fallen stone wall. Run up it and jump to the rows of stone seats.



CAUTION

If the gorillas are still roaming the arena, they can (and do) throw chunks of rock up at you, even when you're in the stepped seating; watch out for incoming slabs!

Bound up the stone steps, or take the slopes at intervals between the stepped seating, and draw your pistols. Head directly up the first area of steps, around to the right of the giant pillar, and shoot a couple of bats.

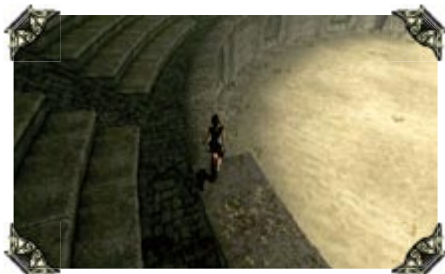


Look to your right to spot a smaller temple embedded in the coliseum, half demolished and within walking distance. Dash to the rim of the arena at the front of the temple and locate these shotgun shells by a clump of fallen rocks.

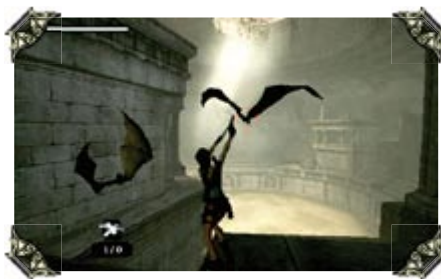


You obtained the shotgun ammo!

Climb over the rocks, working clockwise around the arena's rim to this step in the arena wall. Drop to the arena, by the fourth alcove from the entrance you came in from, and take more shells here.



You obtained the shotgun ammo!



Continue your search all the way to the left side of the main temple exterior and shoot two giant bats (with pistols!) up at the top of the stepped area. Retrace your steps.

TIME TRIAL TACTICS

All of this additional searching isn't wise if you're after an excellent time. Head to the pillar that leads to the lever as soon as possible.

THE COLISEUM

Task 2

NIMBLE FEET LEAD TO THE LEVER



Head to the upper summit of the seating and the tall cracked pillar. Face the arena, jump to the crack, and shimmy left around it. Then jump to the crack above, shimmy left again, look back, and jump to the flat rock (picture #2).

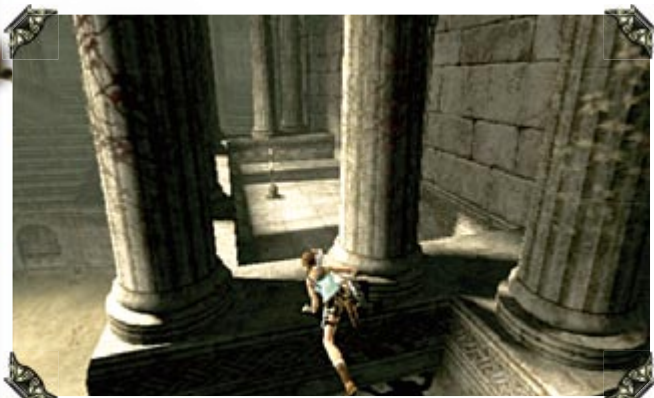
NOTE

You can check out a series of ceiling rings and some precarious crumbled stonework leading to the smaller temple, but don't head there yet.



Run across the flat rock, jump to the small flat path between the jagged rocks, claim the small Medipack, and slide off the far end of it. Land or jump onto the steps and turn left. Launch yourself onto another flat section of rock overlooking the arena, with the temple on the right. Then turn right and make a long leap across to the balcony of the temple (picture #2).

You obtained the Small Health Pack!



Run onto the temple balcony and pass the doorway on your right. It leads to a narrow passage with a locked gate. Climb over the foot of the columns and pull the lever. There's a doorway behind you, but this too leads to the locked gate.

TASK 3: OBTAIN THE KEY FROM THE CAGE CHAMBER

ANIMALISTIC SLAUGHTER

The good news is the lever activates the lower gate at the arena level. The bad news is two hairy apes plod out of the opening and roam the ground, throwing any slabs that still remain. Drop down to the flat rock and the arena side. You can fire on the gorillas from here.



To further complicate matters, two lions are also intent on savaging you! Drop into the arena and back up, firing at the closest foe and quickly defeating it before moving on to the next. Take out the lions first and make every blast count. When or if you run out of shotgun ammo, try rapid pistol shots, and a focused attack after your foe is enraged. Keep dodging!

Once this fraught combat is over, move directly to the open entrance to the right of Athena. Head down the winding passageway to another cage chamber where the animals you just defeated exited.



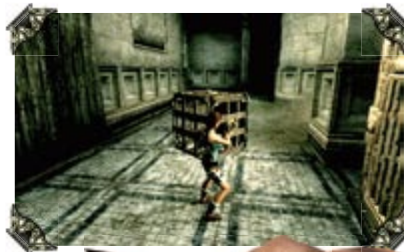
GRABBING THE BALCONY KEY

At the end of the winding passage is a junction. To the left is a large cage with a gleaming object atop it. You can't reach it yet, so turn right instead and check the dark alcove for another box of shotgun ammo.



You obtained the shotgun ammo!

Run left, around the corner, to the back of the cage chamber. There's nothing to search for, but on top of the far cage is a smaller cage that looks useful. Grapple it from the wooden debris and pull it toward you. Step back onto the low stone that the wooden debris is propped up against, so that when the cage is pulled onto the wood, it catches the lip and doesn't slide back to the flat floor.



Step off the debris and pull the cage over it, so it lands on the ground near you (but don't let it topple onto you). Run to the taller cage where the shiny object is, and push the small cage, all the way past the exit, to the foot of the cage. It doesn't need to be exactly next to the cage, but stop when it's relatively close.





Optionally push the small cage close to the larger one, then unhook your grapple and clamber onto the small cage, using it as a step to the top of the larger one. You can now claim the Balcony Key!

**You obtained the
Balcony Key!**

TASK 4: UNLOCK THE GATE TO THE UPPER BALCONY

THE ARENA: THE RETURN



Bring out your shotgun as you reach the top of the passageway connecting the cage room to the arena, because two lions are waiting to maul you! Make evasive moves immediately and flee to the stone ramp and leap away (picture #1), or take on the beasts at ground level, if you dare! The usual attack plans apply here.



With the animals defeated or ignored, retrace your steps to the balcony where you shoved the lever. Run up the steps to the pillar, shimmy around to the flat rock, leap to the flat path and slide down to the debris and steps, then leap to the second flat rock.

THE COLISEUM

Tasks 3, 4, and 5



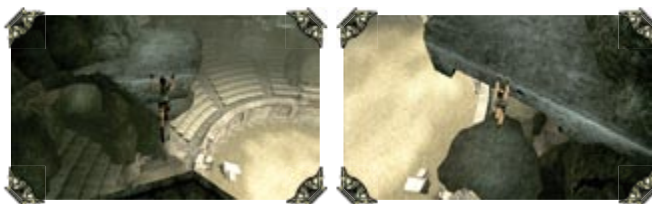
Leap to the lower balcony of the temple exterior and enter the doorway on your right. Turn left once inside, and jog to the lock on the right of the gate. Use the Balcony Key.



The gate grinds open, allowing you to run left, into a narrow alcove with a ladder. Climb up the ladder quickly using ▲, and clamber onto the upper balcony or roof of the exterior temple. Check the view from here to see the path to come!

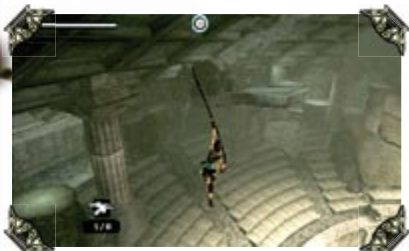
TASK 5: LOCATE THE COLISEUM'S ARTIFACT

GRAPPLING FOR GOODIES

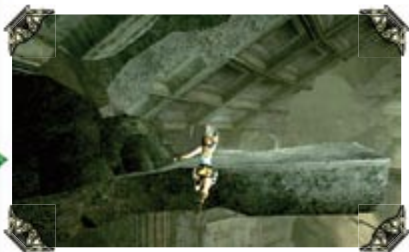


Run left, toward the edge of the temple roof, and leap to a partially destroyed piece of the roof that's fallen in, creating a flat section of stone. Optionally, you can dangle from the far end of this flat section and drop down to a small flat platform where you can claim a Small Medipack.

**You obtained the
Small Medipack!**



Trek back to the temple roof and leap again to the large flat platform (or try this from the short flat platform near the cracked pillar down below), and jump off, grappling a ceiling hook, and swinging across the coliseum seating below. You're aiming for the top of a jutting platform with a grapple ring under it, but you should grab the top of it (picture #2).



You can also leap and fall, then grapple the second ring if you wish.

TIME TRIAL TACTICS

Remain on this flat rock and leap to the cracked pillar instead of grabbing this Artifact when you're playing through on this mode.

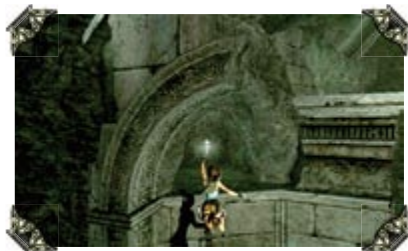


Step off the far side of the flat platform and dangle right next to the ring. Drop and launch the grapple before you hit the ground and suffer horrendous damage! You could also dangle from the near side of the flat platform and attempt this, and not have to turn round to aim at the Artifact.

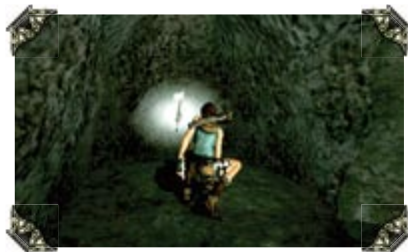


You may wish to claim the 50 caliber pistols before attempting to claim this Artifact.

Spin around to line yourself up with a small ruined archway to the right of a pillar, with the glowing Artifact inside. Begin to swing, but make sure you're swinging at least this high; climb or descend the grapple rope to adjust your height.



Swing back and forth until your shadow is almost touching the lip of the stone wall that the Artifact rests on. Then let go and fly through the air, grabbing the lip of the wall (picture #1) and pulling yourself up into the arch. The Artifact is at the back of a tight alcove. Crouch, move forward, and claim your prize.



You obtained the Artifact! (1 of 1)



After taking the Artifact, hang off the lip and shimmy right, vaulting up to the top of a stone slide, and skid down to rejoin the main path.

TASK 6: EXIT THE COLISEUM

JOURNEY TO THE SECONDARY TEMPLE



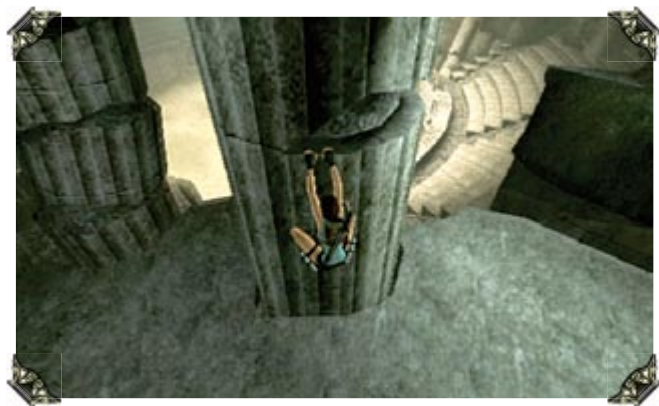
If you're still atop the flat rock with the ring underneath it, turn left and make a very careful and precise leap to the pillar on the area's perimeter. Grab the crack, which is sometimes difficult, so jump slightly before the edge of the platform, and save before you leap. If you want to try another maneuver, dangle from the edge of the flat rock and shimmy around to a small alcove left of the pillar (picture #2), then scramble up and locate a new weapon; the dual 50 caliber pistol! Then jump to the pillar, shimmy right, then turn around. Jump to the lip of the stonework, shimmy right, and vault up to the flat area at the top. Grab a Small Medipack. Then leap to the rough pathway ahead and below (picture #3).



**You obtained the dual
50 caliber pistols!**

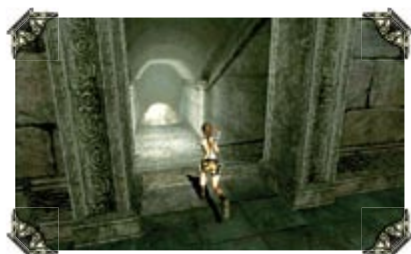
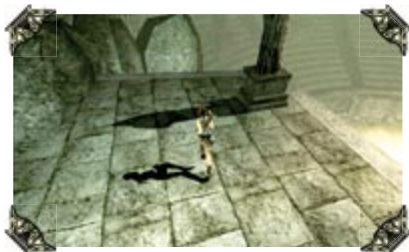
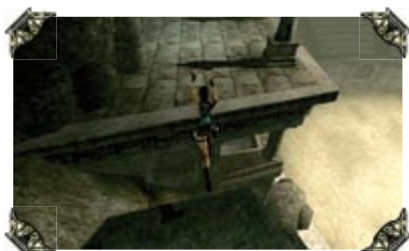


**You obtained the
Small Medipack!**

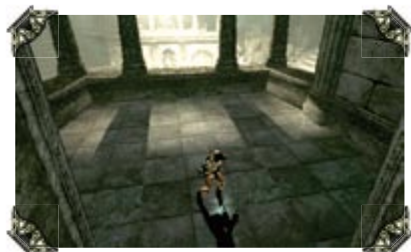


Land on the rough path and move to the first column on your right. Hang from the crack and shimmy left until you can't move in that direction anymore.

Then vault up and shimmy left around the top of the pillar. Look back and jump to a flat rock platform. After another jump off the far end, you land on the secondary temple roof. Pass by the two smaller statues of Athena and jump off the far end of the roof.



Land on the flat rock and spin 180 degrees, then jump to the balcony of the smaller temple. Take one last look at the coliseum, turn, and head to the doorway and long corridor downward. Be sure you stoop to collect the ammunition for your newly-acquired weapon!



Task 6

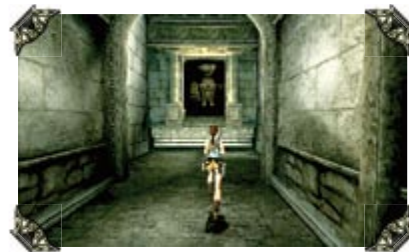
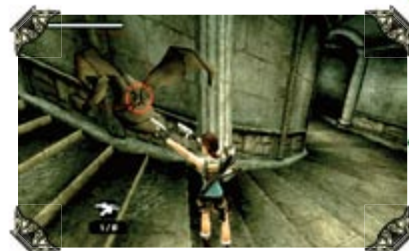


**You obtained the 50
caliber pistol ammo!**



Run down the slope as it gets steeper, then turn left at the junction. The ways ahead and to your right are blocked by fallen rubble.

Continue left, down a spiraling corridor, and bring out your pistols because you're attacked by giant bats two thirds of the way down the corridor. Blast them and sprint along as the corridor straightens out to make out a massive statue through the door ahead. Is this the fabled garden of King Midas?



TIME TRIAL TACTICS

Time Trial Time to Beat: 00:11:00

GREECE

PART 3: MIDAS' PALACE

MIDAS' PALACE: OVERVIEW A famed king, with the touch of gold, had a monument for the ages constructed in his honor, and most of the deadly traps still work! The central chamber of this palace is open to the skies, and it features a gigantic statue of the king, complete with a magical hand that can turn lead (and Lara!) into gold! A family of enraged gorillas roam this chamber, so bring your big-game hunting equipment. After opening two doorways using levers, investigate your first side chamber: a huge hallway that must be demolished before you can claim your lead bar, and scale the wreckage to reach another lever. Then comes some leaping across more than a dozen moveable platforms to snatch a lead bar and two precious treasures. Finally, a deadly smelting temple room, where terrifying leaps and the ever-present threat of being singed leads you to your final lead bar and a Relic hidden so cunningly, you'd think Hades himself was responsible! Back in the central chamber, you can then turn your lead into gold, solving a problem plaguing alchemists for hundreds of years, and gain entrance to the dank world of Tihocan!



MIDAS' PALACE



Task 1

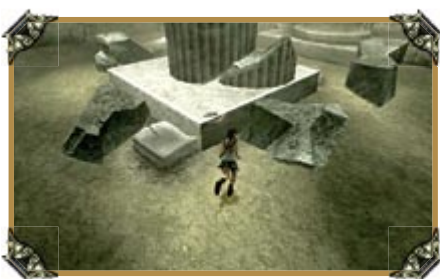




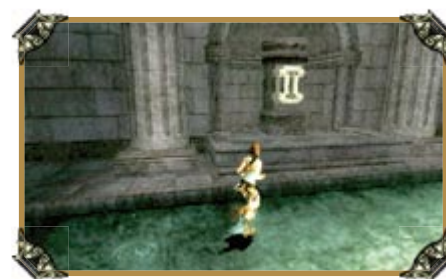
TASKS TO PERFORM



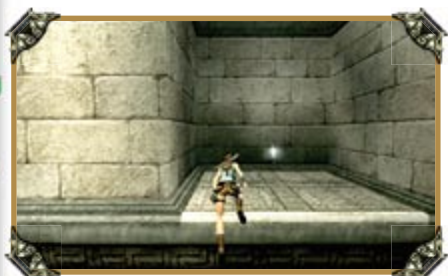
1. Open Two of the Gates by Midas



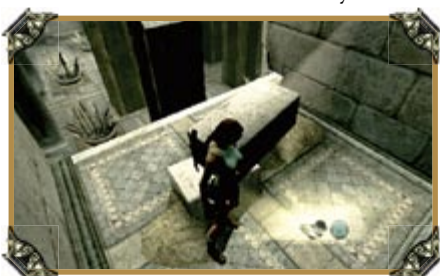
2. Secure the Lead Bar from the Three-Column Hallway



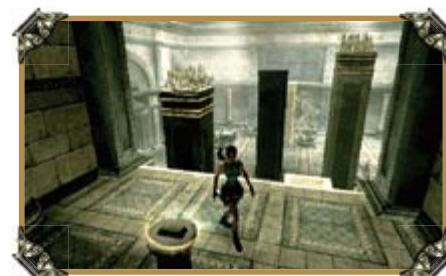
3. Open the Last Gate Behind Midas



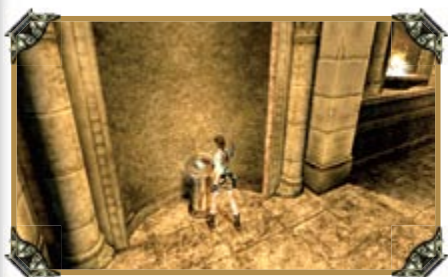
4. Grab King Midas' Artifact



5. Obtain the Priceless Relic



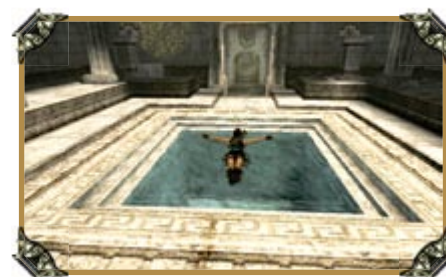
6. Secure the Lead Bar from the Chamber of Platforms



7. Secure the Lead Bar from the Smelting Temple



8. Gather the Treasured Second Relic



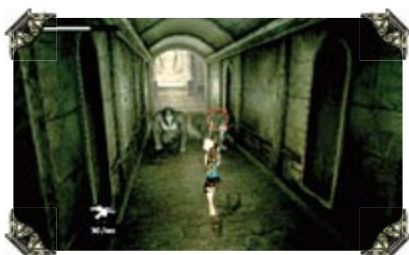
9. Open the Underwater Entrance to the Tomb of Tihocan

TASK 1: OPEN TWO OF THE GATES BY MIDAS

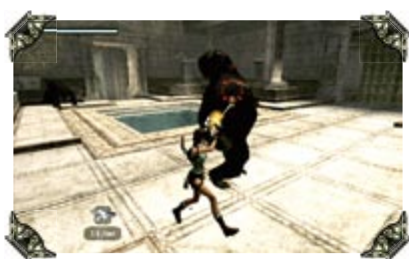
UNLOCKING GATE #1

NOTE

King Midas is said to have ruled Pessinus, the capital city of Phrygia, in Asia Minor. When Dionysus, the god of the life force, stayed with the king, he was delighted in the king's hospitality, and rewarded him with a wish. The king requested that everything he touched turn to gold, and this was granted, becoming an infamous curse.



Run through the door ahead with your weapon of choice drawn, as three gorillas roam this impressive courtyard. Two attack from each side, and you can immediately shoot them as you retreat down the passage (picture #1), or leap around the courtyard, staying away from the gorillas' deadly attacks (picture #2). Continue the fight until all the apes are defeated.



When the courtyard falls silent, look around. Ahead is a huge sitting statue of King Midas below a vine-covered garden you cannot reach. Three additional doorways (aside from the one you came in from) are left, right, and behind the king's head. There's also a small square pool with a sealed grating. Move to the base of the statue, and you see that the king's left hand has crumbled away.



CAUTION

Do not step on the upturned palm of the hand; it is magically imbued with the power of Dionysus, and if you touch it, you gradually turn into gold!



MIDAS' PALACE

Task 1



When you're finished exploring, check the small stone block to the right of the entrance you came from. Next to it is a small fountain. Jump to the lip of the fountain, then turn right and leap to the ledge lip on the ivy-covered wall.



TIME TRIAL TACTICS

Don't waste time blasting endangered mammals; instead, turn right and jump up the fountain as soon as you enter the chamber.

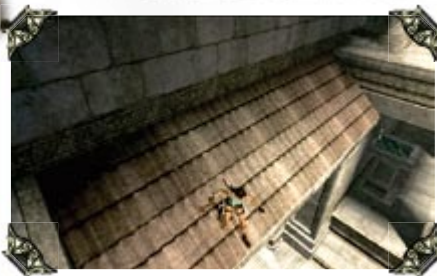
Vault up to a second lip, then shimmy left onto an upper balcony with a long narrow pool built into it. On the exterior wall, you find a lever. Pull it. The left gate opens, behind you.



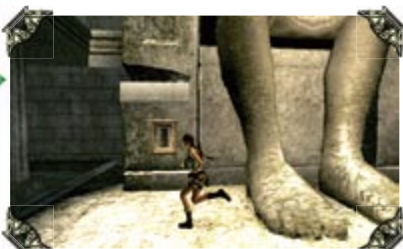
Before you leap down to investigate this door, or look for the other lever, inspect the ivy-covered corner to the right of the lever you just pulled. A Large Medipack awaits.

You obtained the Large Medipack!

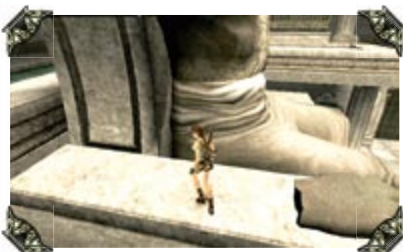
UNLOCKING GATE #2



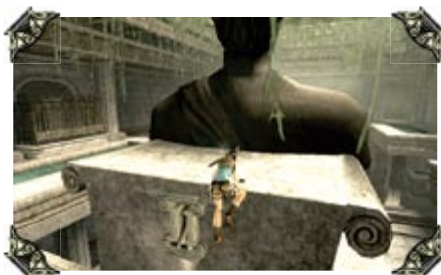
Drop down to the ground level, either by dangling off the balcony edge and dropping to the raised area under it, or by sliding down the shingled overhang above the right door.



The second lever isn't immediately noticeable. Climb onto the base of the Midas statue, and head to the left corner. Jump onto the ledge lip here, and shimmy left. Jump to a second lip, and vault up to the arm of the chair Midas is sitting on. Turn left (picture #2), run to the back of the chair, and clamber up to the balcony behind the statue.



Turn right, and check the area behind Midas' head. When you pull the lever here, the gate on the opposite side of the room rumbles open. Both ground-floor gates are now accessible. Climb to the top of the stone chair to collect some shotgun shells.



You obtained the shotgun ammo!



NOTE
Now run to either of the gates and complete the tasks in either order. It's better to head to the last gate you opened (right side of the courtyard if you're facing the statue).



Run left, around the narrow pool, to the shingled overhang of the right side gate (which is on your left because you're behind Midas rather than looking at him).

Slide down the overhang, turn, and enter the open entrance.

TASK 2: SECURE THE LEAD BAR FROM THE THREE-COLUMN HALLWAY

SURVEYING THE COLUMN HALLWAY



Head through the entrance, and take either path around the central support to a series of stairs leading up. Climb the stairs to a final right corner that leads to an

impressive hallway. Just as you reach the hallway, there's a staircase on your right.



NOTE

This staircase takes you to a balcony overlooking the hallway, but there's little point in heading this way, unless you need an ammo clip.



Enter the hallway. You can't grab the shiny object behind an impenetrable fence at the foot of the central column, so run to the left of it.



The rest of the room yields nothing of interest except an exit on the wall opposite the one you entered from, but this is too high to reach. Run left, into the side corridor.

DESTROYING THE PILLARED HALLWAY

Turn left, run around to the top of the steps and descend them. Turn right with your guns drawn at the base of the stairs. A gorilla and lion prowl the area. Either shoot them from the stairs (they won't go up the stairs), or race into the underground chamber and engage them, taking cover behind the column bases.



With the enemies slain, take a moment to check out the room. This is directly under the three-column hallway, and it seems that the central column has been buttressed to stop it falling. Produce your grapple, and aim it at the gold ring on each wooden buttress support. Pull the supports away from the column, and they shatter.

When all three buttresses are wrenched away, there's a frightening rumble as masonry falls in the chamber above. The column cracks and partially falls through the ceiling. When the dust clears, take the lead bar that's fallen down from the room above.



You obtained the lead bar! (1 of 3)

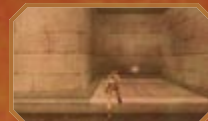
TIME TRIAL TACTICS

To lessen the time it takes to complete this destruction, start at the support nearest the exit and proceed clockwise, pulling the supports off.



MIDAS' PALACE

Tasks 2 and 3



TASK 3: OPEN THE LAST GATE BEHIND MIDAS

CLEARING THE DEBRIS-FILLED HALLWAY: PART 1

Run back up the steps and around the connecting corridor, back into the three-column hallway. Now, with the central pillar removed, the ceiling has collapsed, there's earth piled everywhere, and the entire chamber is wrecked! Turn right, jog around the section of column propped up against the middle, and head to the exit door, where you originally entered the chamber (picture #2).



Head up the side stairway passage, which bends around and leads to a junction at the far end. To the left is a shallow alcove with some ammunition.

You obtained the shotgun ammo!



This is the hallway prior to your sabotage...

...and this is how it looks from the balcony now! The entire hallway is a mess!

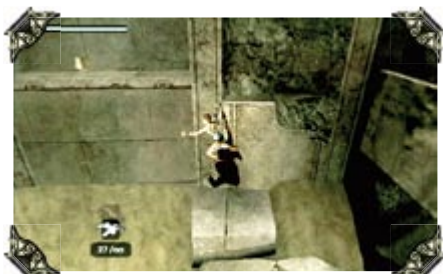


However, this means you can traverse to the upper exit on the opposite wall, which was previously impossible to reach. Turn right, and leap to the stone jutting out of the earth. Then leap up to the next protruding stone, and turn around. Four giant bats flap your way from the central pillar. Shoot them all from here; it's the safest spot.

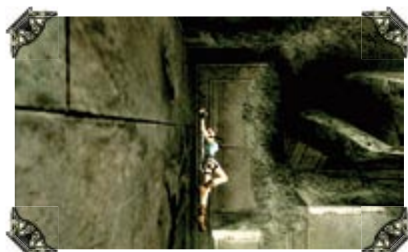


If you mistime a jump or land on the earth that's sloping, you slide all the way to the ground and must retrace your steps. Don't rush, or you may make a leaping mistake!

Turn and leap to the third protruding stone section, and up to the lip of a corner ledge. Shimmy left, and laterally jump to the narrow alcove, where you can grab a Large Medipack. Then drop down, shimmy right, and land back on the jutting stone. Ignore this if time is a factor.



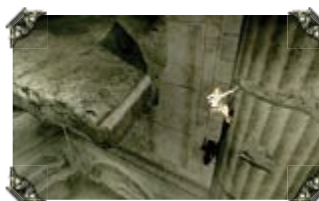
Cling to the small ledge lip, and jump right, to the longer lip on the outer end wall. Shimmy right, and then jump, throw your grapple, and wall run above the balcony. Jump as you reach the far end of the wall run (you don't need to gain any additional speed), and stretch for the small gray ledge lip in the corner. Grab and hang from it.



Shimmy right, then jump to a slightly longer lip, and shimmy right, to the end of that. A small rope dangles behind you. Jump back and cling to it.



Turn left and dangle on the rope while facing the column on the left wall. Swing back and forth, then jump from it, and cling to one of the cracks on the column itself.



Vault up to the top crack in the column, and shimmy left. Move all the way to the end of the crack, or you may end up leaping into the middle of the chamber, and take a nasty fall.



Instead, turn and jump, clinging to the jutting platform of collapsed roof material. Turn left, and make another death-defying leap to land on the sloping top of the central column (picture #2). You slide automatically off this uneven landing spot, so jump again, and land on the small protruding stone on the earthen slope (picture #3).

CLEARING THE DEBRIS-FILLED HALLWAY: PART 2

NOTE

Remember that if you don't line up the jump to the sloping column top and the protruding stone on the earthen slope, you may land on the earth and slide to the ground, forcing you to retrace your steps.

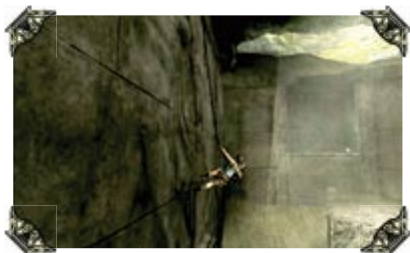
Turn on this small stone island and face the central column. Leap to a crack in the right side and shimmy around to the right, then jump off, landing on the fallen roof platform. Be sure to look before you leap!



When you land on this flat piece of fallen masonry, run to the exterior wall ahead and slightly left, and grab the exposed ledge lip. Shimmy right, then vault up to the second

lip, and shimmy right again. Then turn and laterally jump right, to the corner of the chamber.

Look across the chamber and you spot a slab of stone and an alcove behind it. Jump and throw your grapple, wall running past the exit doorway below, and just as you're about to turn, look right and leap into the room. You land (picture #2) on the stone slab. From here, you can leap to the alcove and grab a Small Medipack.

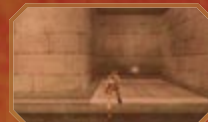


You obtained the Small Medipack!



MIDAS' PALACE

Task 3



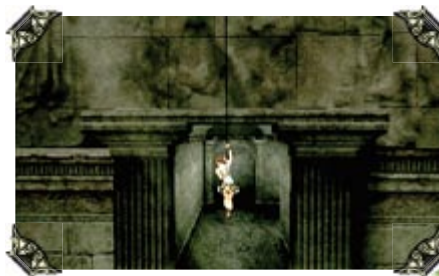
TIME TRIAL TACTICS

Instead of spending additional time securing this health, simply drop down to the exit door and leave.



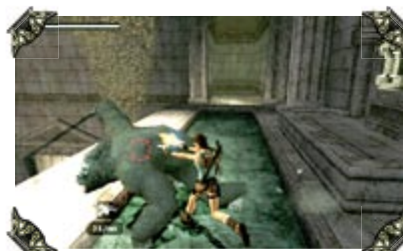
Turn and face outward from the alcove, and jump onto the stone slab; don't slide on the earth! Then turn right and leap from the slab to the exit doorway.

If you ignored the Small Medipack, either leap from the corner block and risk damage, or wall jump, stop, and rappel down your grapple rope to the exit.



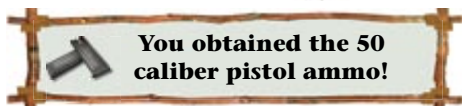
GORILLAS IN YOUR MIDST

Exit to the connecting corridor, which winds back to the central courtyard where Midas' statue is located. Bring out a favorite weapon as you make your last right turn; two gorillas are up here. Back up, and beware of evasive moves with X, as you can jump off this balcony and have to retrace your steps all the way back to the three-column hallway! Also try backing down the corridor and picking them off one at a time.





After defeating the apes, notice something sparkling on the inside wall, just right of the lever. Pick up the 50 caliber pistol ammunition!



With all hairy enemies defeated, you can pull down on that lever. The door behind Midas' head creaks open, allowing you entrance into a fiery chamber. For now though, drop down the shingled overhang, and enter the left doorway of the courtyard below.



LOCATE KING MIDAS' ARTIEACT



Enter the connecting passages and staircases leading to a huge square chamber. Slow down unless you know your exact route, as spike pits are dotted around

this room; keep away or suffer damage! You are now in the chamber of platforms.



Simply ignore the crate pushing and Relic hunting. Concentrate on leaping the platforms only once, just to grab the second lead bar.

The room is aptly named. As you enter, make a left turn, and locate the square gray platform jutting slightly from the ground. Produce your grapple, and topple the pile of stones from the upper alcove; there's something shiny in there.



RAISE THE PLATFORMS

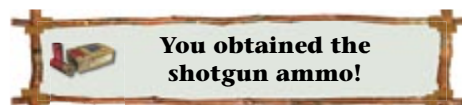


The Artifact is still far too high to reach, so turn around and run to the ground-level exit on the opposite side of the room. This leads to some steps on your left, and a small side passage to the right of them.

At the end of the passage is a crate. Tug on this object, pulling it all the way out of the passage, and up against the bottom step. Then turn, and push it quickly toward the door leading to the chamber of platforms. You must have enough speed to ram the crate over the lip in the floor. Then pull the crate the rest of the way into the chamber, and steer it next to the corner of this sloping platform (picture #2).



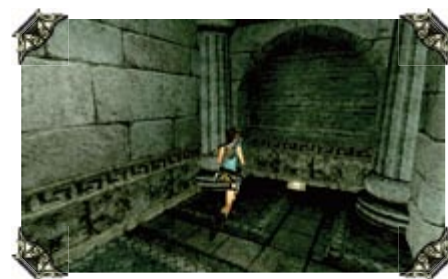
With the crate near the sloping platform, let go of it. Grab some shotgun shells at the foot of a square platform just behind you.



Return to the passage to the right of the stairs, and walk through the arch. This leads to a tiny antechamber with a lever. Pull it.



You hear a grinding noise. Go back through the archway, and you see that the portcullis that blocked the top of the stairs has retracted. Bound up to the steps from the side passage, and head through.



Turn right after the portcullis to reach this small alcove, containing an equally tiny health pack. Then turn and run up the remaining steps. You reach an alcove

overlooking the entire chamber, with a lever to pull.



This is what the chamber of platforms looks like before you pull the lever...



...and afterward. All of the protruding platforms have risen to different levels. You can now jump from platform to platform.

MIDAS' PALACE

Task 4

FIRST PLATFORM LEAPS: TO THE ARTIFACT



To claim the Artifact, leap from the alcove to the square platform, turn left, and leap to the spiked tower.

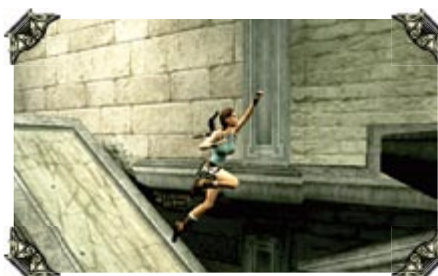


CAUTION

The square platform descends as soon as you land on it. This means:

- You must wait until the platform is fully extended before you leap onto it.
- You have only one chance to perform a maneuver on a lowering platform.

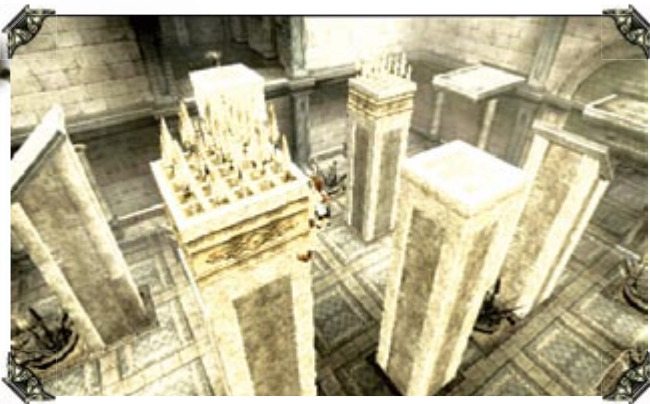
The left edge of the spiked tower has a rough lip that you can't hang from, so shimmy right around both corners. Then turn and leap to the sloped platform.



There isn't enough time to turn the camera; slide and immediately leap.

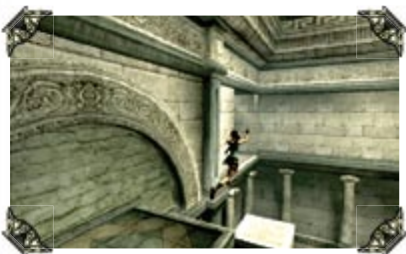


Grab the ledge jutting out of the exterior wall and turn right. The ledge is retracting, so line yourself up with the lip under the spiked tower's top, and jump to grab it.

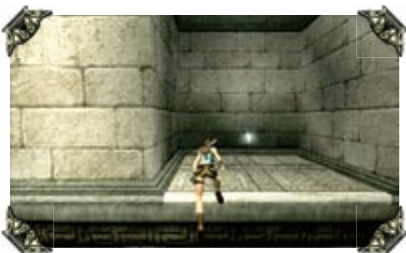


Vault to the upper lip of the spiked tower, and shimmy right, around both corners, then turn and leap to the square platform.

Run off the opposite side of the square platform and leap to the lower sloped platform (picture #1). Slide down it, then immediately leap and grab the protruding ledge (picture #2).



To claim the Artifact, turn right, and leap to the square platform near the corner. Quickly turn slightly left, and jump off before the platform descends too low. Leap and grab the ledge lip of the corner alcove where you toppled the blocks earlier. The Artifact is glistening at the far end of the alcove. Take it!



You obtained the Artifact! (1 of 1)

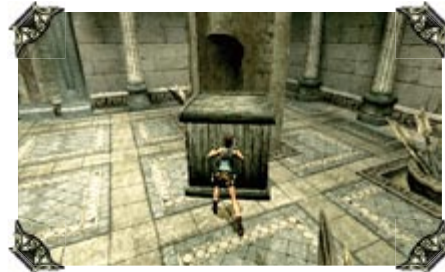


After you claim the Artifact, drop off the left side of the alcove (if you're facing into the room), or you land on a pit of spikes!

TASK 5: OBTAIN THE PRICELESS RELIC

SECOND PLATFORM LEAPS: TO THE RELIC

The Relic is in an alcove diagonally opposite the Artifact. Raise the platforms with the lever, then drop down, and run to the crate you shifted. The sloping platform has risen, revealing a nick in the corner. Push the crate into this corner nick. This prevents the sloping platform from descending early, which it usually does.



Now run back and activate the platforms again, and leap them using the route you already took to obtain the Artifact. However, when you reach the second outer wall ledge, turn left. Leap to the adjacent wall ledge.



This also recedes into the wall, so turn left, and make a long leap to a new spiked tower.

Grab the lip of the spiked tower and shimmy left, around two corners, until you can see another square platform tower. Turn and leap to the lip under the platform top.



Vault up to the platform's lip and quickly clamber onto it, then run and leap onto the sloping platform you propped up with the crate below. Slide down the slope, then leap and grab the alcove ledge. If you miss, you land in a spike trap, so make this jump count!

Head around the small pile of rubble, and pick up the finely crafted Relic in the shape of a ceremonial owl! Then drop down on the left side of the alcove.



You obtained the Athenian Owl Figurine! (Relic 1 of 2)

TASK 6: SECURE THE LEAD BAR FROM THE CHAMBER OF PLATFORMS

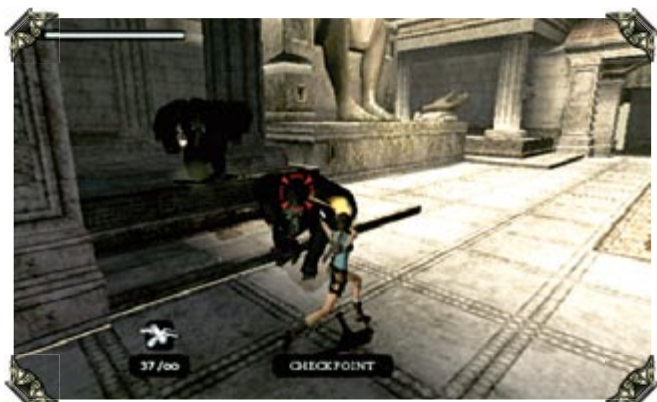
THIRD PLATFORM LEAPS: TO THE LEAD BAR



Run all the way back to the upper alcove overlooking the platform chamber, and pull the lever once again. Follow the platform leaping route as you have before. When you reach the spiked tower near the only alcove you haven't leapt to, jump to the square platform, climb atop it, and then turn and jump into this alcove. Grab the small lead bar on a pedestal here!



You obtained the lead bar! (2 of 3)



With the second lead bar in your backpack, drop to the ground and exit the chamber of platforms, running all the way back through the connecting corridor to the central chamber. Draw your weapons and prepare to blast two more giant apes as you arrive.

MIDAS' PALACE

Tasks 5, 6 and 7



TASK 7: SECURE THE LEAD BAR FROM THE SMELTING TEMPLE

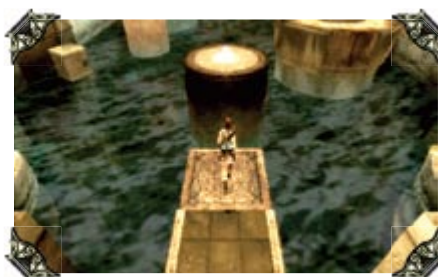
LOCATE THE LEVER, RAISE THE TOWER



The final chamber is the most problematic, so save your progress, then climb the left side of the Midas statue and enter the door behind the statue's head. Run down the

connecting corridors. To quicken your pace, turn away from the light source at each corner; there's a torch alcove in these spots.

In the next chamber, there are pillared balconies on both sides and at the far end of the room.



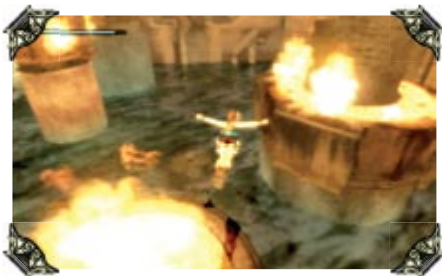
Ignore remains of the stairs leading down to the water's edge, and run directly forward, onto a square ground switch on the middle promontory. The

circular islands begin to spout goutts of fire into the air!

TIP

This fire harms you, as you'd expect, but it spews intermittently. Avoid the fire, and move over it between bursts, when it is safe.

Don't let the fire slow you down though; jump forward to the circular island, and run to the right of the flaming spout. Swan dive into the water, slightly to the right.



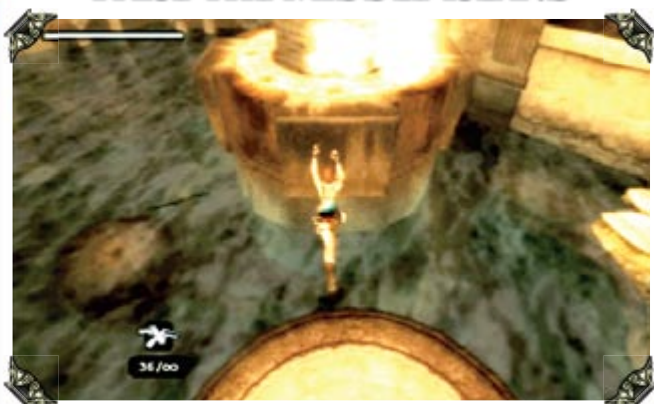
Ignore the crocodile lurking in the water, and swim right, around the back of the circular tower to locate the underwater lever. Grab and pull it immediately,

before the crocodile bites you. This raises the fire tower on the chamber's far left corner.

Swim left, around the other side of the tower, and back toward the crumbled steps. Climb quickly onto the stones by the water's edge, and shoot the crocodile; it's the easiest method of tackling it.

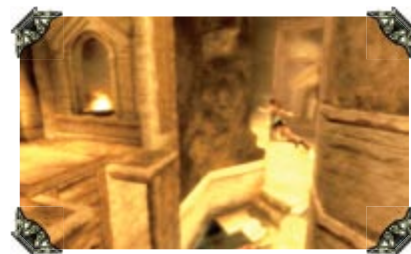
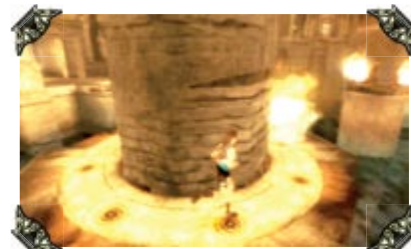


LOCATE THE SECOND LEVER, RAISE THE MIDDLE ISLAND



Climb back up to the entrance and run to the promontory, leaping to the first circular island again. Avoid the fire, then turn right slightly, and jump to the right island tower.

Wait until the blasts of fire from the floor spigots have passed you (the fire travels counterclockwise), and then turn right, following the fire to the other side of the tower. When you spot the crack on the tower (picture #1), leap up and grab it. Quickly vault up twice to the upper crack, then shimmy left, turn, and jump to grab the edge of the high balcony on the outer wall (picture #2).



This right balcony currently has a single area of interest: a lever at the floor's far end. Pull down on it, and a new circular island rises from the waters.

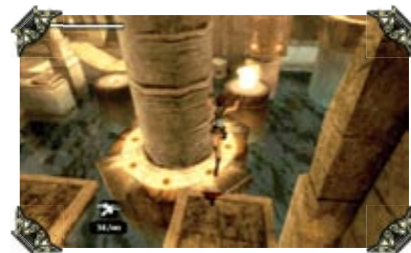


NOTE

If you inspect this balcony, you see a wall ring to the left, heading around to the area below the main balcony. Ignore this for the moment; it leads to a lever operating a secret compartment on the tall tower, and the Relic. However, you should press all other levers first.

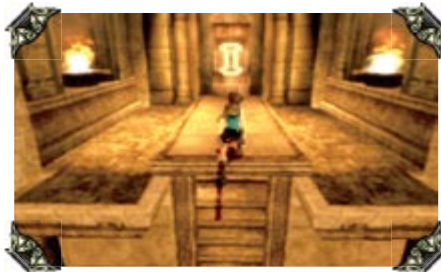
LOCATE THE THIRD LEVER, ACTIVATE THE TALL TOWER

With the new island belching fire, jump from the balcony you're on, landing on the right tower circular ledge where the spigots are blasting fire in the circular pattern. Jump after the fire passes to the left, then leap to the newly risen island, avoid the fire from the middle, and jump to a fire tower across the chamber.





Grab the lowest lip of this tower, and shimmy around to the left (picture #1). You can actually vault up this tower, but the belching fire and uneven top make this an unwise plan. Instead, reach this point (picture #2), then turn, and leap to the stone block in the water behind you. Maneuver carefully so you don't fall short and into the water.



Now climb onto the block, and turn to the ladder on the outer wall. Leap to it, quickly climb it with **▲**, and run to the lever at the back of this balcony. Activating the

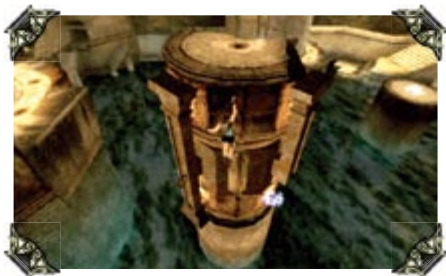
lever causes the tall tower at the chamber's far left to rise even higher.

LEAP AND LOCATE THE FINAL LEAD BAR



You must now climb the two tallest towers. Run to the balcony edge and manually aim your pistol (press **R3**). Your target changes color when it passes over a small, easily missed ring on the side of the nearby tower. Point at this ring, then fire your grapple at it. Pull the grapple rope back, and a portion of the tower rotates to the right.

This shuts down most of the flaming lion spigots. Now make a terrifying leap forward, grabbing the lowest lip of the tower, and vertically vault all the way to the top.



Now for the tallest tower of all! Turn left, position yourself at the edge of the tower platform, and wait for the clockwise belching fire to rotate around. Leap as it passes, move left slightly, and then grab and hang from the ledge lip just above you (picture #2).

MIDAS' PALACE

Task 7



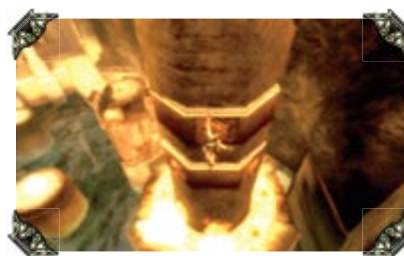
CAUTION

The next moves require precision and care, or you'll be burned!



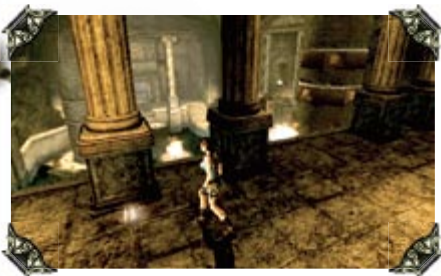
Vault up to the metal horizontal stripe, just as the tower's lion spigots spew huge fireballs into the air! Don't get caught with these blasts; when the fire is dying down, quickly shimmy right, over a lion spigot, and stop in the space to the right.

Stop! The lions breathe their fire again. As the fire recedes, immediately shimmy right, over another lion head, and then stop again in another space. You *must* use **▲** to shimmy quickly.



Now for another daring move. As soon as the fire begins to die down, vertically vault, onto the lion spigot above you! Shimmy right instantaneously, or you're fried by the lion's next belching roar! Stop in the space to the right. You're now directly in front of the far balcony. Turn, and leap onto it (picture #2).

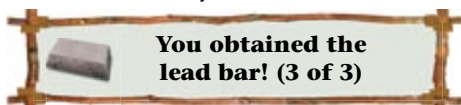
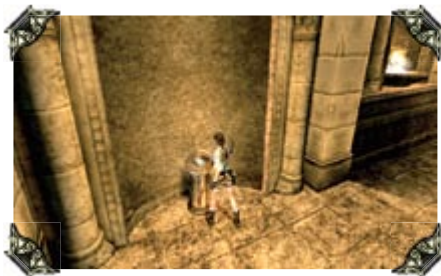




Land on the far balcony, and turn to the right. Move along the inside of the four outer pillars. By the third one is a Large Medipack. Take it; you'll probably need it!



Now turn, and check the inner wall for the ceremonial alcove and a pedestal holding the last lead bar you need. Stuff it into your backpack, and decide whether to risk finding the Relic in this chamber. Either way, don't forget to swan dive off this balcony!



TIME TRIAL TACTICS

The plans to obtain the lead bar are the same if you're trying the Time Trial, but ignore the Relic, and head straight back to the Midas statue now.

TASK 8: GATHER THE TREASURED SECOND RELIC

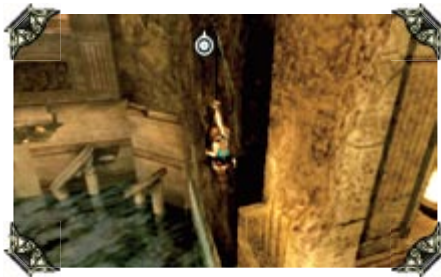
ACROBATICS TO THE HIDDEN LEVER



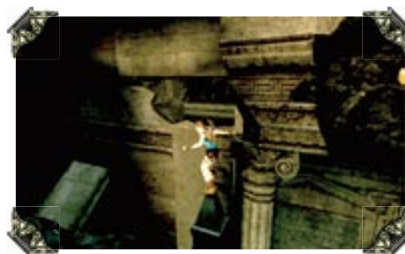
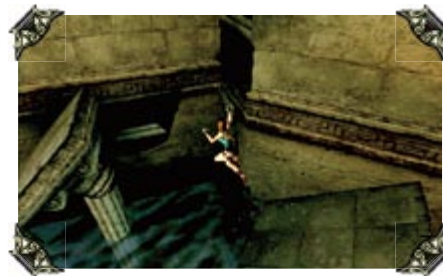
CAUTION

This string of acrobatics may take a few attempts to complete!

Head to the right balcony (via the tall tower on the right from your starting position), and stand on the edge of the balcony, looking to the back of the chamber. Run and jump, throw your grapple, and wall run.



Let go of the grapple ring, fly to the ledge lip on the corner of the chamber, and shimmy left a little. Drop down onto the angled stone and slide to the edge. Then make a long leap and grab the tiny ledge lip to the right of a second sloping stone piece.



Shimmy right, leap to the lip on the corner, and vault up to a second lip. Turn and jump across so you land on the sloping stone, and then ride it just under halfway down, before you jump and grab the pole. Turn and move to the outer part of the pole, and swing to the next pole, then land on the pointed stone carving poking out of the water.

Turn right without falling off the point, and grab the wall ledge. Shimmy left and jump to a final sloping stone before jumping off the end and into a hidden alcove at the base of the largest tower. Pull the lever inside. A hidden compartment farther up the tower is revealed!

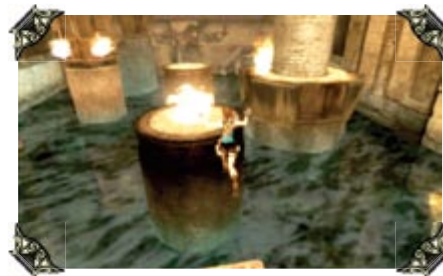


MADCAP ANTICS TO THE HIDDEN RELIC



This compartment is on a timer. You have 45 seconds to reach the Relic before the tower reverts. Jump to the right, swim around the tower, pass to the right of the block, and climb up onto the steps. Leap the gap, and race up the stairs.

Run back and out to the edge of the middle promontory, leap to the first circular fire island, slightly right of the tower, and keep left, jumping again to the second circular fire tower in the middle of the water.

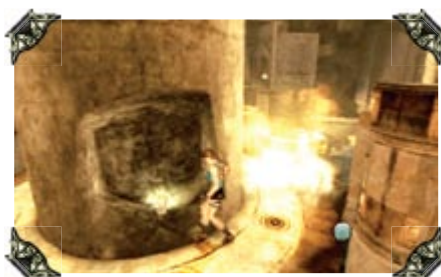


Leap to the smaller of the two main towers on this side of the chamber, and shimmy left, around the lowest lip until you reach the end. Then vertically vault all the way to the top.



NOTE

If you haven't hooked the ring with your grapple and turned off most of the fire on this tower, it takes too long to scale it.



Turn left, and jump off the top of this structure, landing on the circular, fire-spouting lower platform of the main tower. Run left to the hidden cubbyhole

containing the Relic, and grab it before it reverts!

You obtained the Griffin-Head Protome! (Relic 2 of 2)

TASK 9: OPEN THE UNDERWATER ENTRANCE TO THE TOMB OF TIHOCAN

APE ESCAPE



Jump from the tower, exit the chamber, and head back to the central Midas statue. Keep your weapons poised to deliver the hurting on two gorillas that await as you emerge onto the balcony behind Midas' head. Bring the hairy fiends down.

MIDAS' PALACE

Tasks 8 and 9



Now drop to the right side of the statue, and stand by Midas' broken hand. Produce all three lead bars from your backpack, and use them in conjunction with the hand, so they transform into gold bars!

You obtained the three gold bars!



When you have all the gold bars, simply press them into three of the tiny alcoves on either side of the Midas statue. For each bar, a bolt holding the underwater grating in the central square pool recedes. When all the gold bars have been inserted, the grating is open! You are now free to explore the fearsome waterlogged catacombs of Tihocan!

TIME TRIAL TACTICS

Time Trial Time to Beat: 00:16:00



GREECE

PART 4: TOMB OF TIHOCHAN

TOMB OF TIHOCHAN: OVERVIEW Tihocan, the god-king and second guardian of the Scion, is said to lie in his tomb deep under the Grecian earth, and you're about to see if he's still in his sarcophagus! First, you must swim to a large cistern, a chamber where water can be lowered and raised. Like Poseidon's trial, you must find a raft and maneuver it toward an exit balcony. This involves rotating winches, defeating crocodiles, and performing pinpoint leaps through the ruins of the cistern. When you've exited this place, it's a short and rapid swim to the temple grounds themselves. Naturally, Pierre DuPont has already arrived, but he inadvertently activates the guardians of Tihocan's most prized possession: the Scion piece. It falls to you to face these supernatural stallion-centaurs in battle!

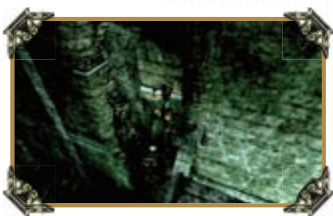




TASKS TO PERFORM



1. Enter Tihocan's Cistern



2. Secure Items Along the Right Wall



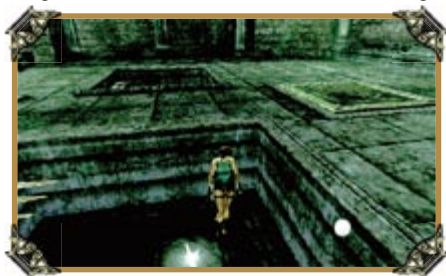
3. Use the Upper Water-Raising Winch



4. Release the Artifact Grating



5. Push the Crate, Lower the Water Level



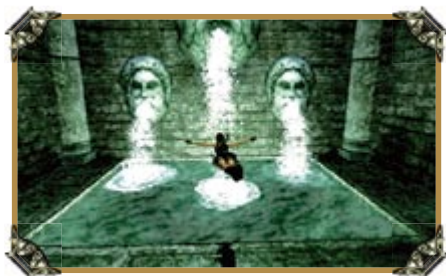
6. Obtain Tihocan's First Artifact



7. Release and Move the Raft, Raise the Water Level



8. Shove the Second Crate, Lower the Water Level



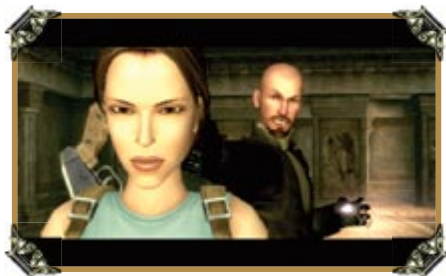
9. Escape the Cistern



10. Open Tihocan's Tomb Temple



11. Locate Tihocan's Second Artifact



12. Boss Battle! Pistol Face-off with Pierre



13. Boss Battle! Defeat Tihocan's Centaurs

TASK 1: ENTER TIHOCAN'S CISTERN

BRAVE THE UNDERWATER TUNNELS

Dive into the square fountain and descend.

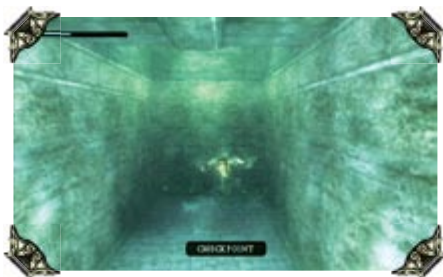
There are three large archways, but two lead quickly to dead ends; simply follow the long tunnel without delay. It leads to a T-junction.

Your air supply is important, so ignore the left arch and swim right (picture #1).

This quickly leads to another T-junction; swim left here. At the end of this tunnel stretch, make a right. A cascade of light clues you in on the correct direction to take (picture #2). Swim to a small pocket of air and refill your lungs.



Dive into the submerged tunnels and head straight; the tunnel on the left is where you came from. At the final junction, swim right, across the Checkpoint, and then surface.



TRAPDOOR TO THE CISTERN



Clamber up into a dark, damp chamber with no way out except for an arch in the far wall. Blocking your way is a crate. Shove it forward, through the gap.

This takes you to a second chamber with no obvious exits. However, high on the left wall is a lever. Continue to push the crate and leave it under the lever.



Climb onto the top of the crate, which gives you enough height to reach the lever and pull it down. A trapdoor behind you falls open. Drop into a lower room and run out into a huge subterranean arched chamber. This is the cistern, where water used to drain in all directions.

TASK 2: SECURE ITEMS ALONG THE RIGHT WALL

AMMUNITION ON THE AQUEDUCT

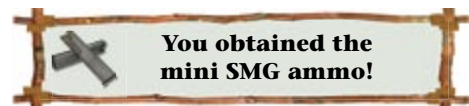
TIME TRIAL TACTICS

This task is purely optional; move to the next task if time is a factor.



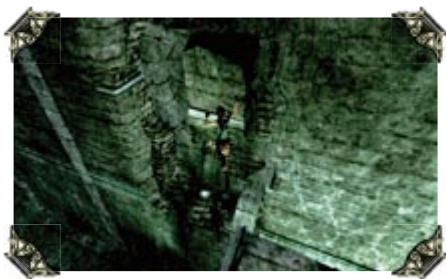
Turn right and look along this large wall. Ahead is a section of aqueduct and a crumbled section in the main wall itself. Leap for the pole and swing on it, leaping off, then immediately throwing your grapple. Wall run forward, and just before you turn and run back, turn and jump to the left (picture #2).

You land on the aqueduct section. Walk to the end and stoop to pick up ammunition for a mini SMG.

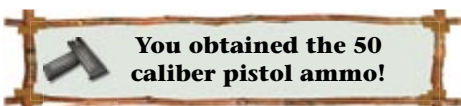


CUBBYHOLE COLLECTION

Turn and run off the end of the aqueduct section, positioning yourself to the left slightly so you can stretch and reach the lip on the exterior wall. Shimmy around the corner, into the wall itself.



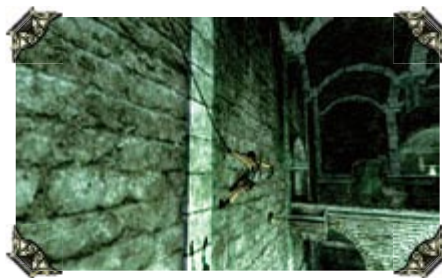
Something is shimmering underneath you in the cubbyhole within this wall. Turn and jump to the lip on the left, then drop off it onto a small ledge of rubble. Stoop and collect your ammo.



Now for the small matter of returning to the chamber entrance without a messy fall. Move to the side of the cubbyhole nearer the aqueduct section and vault up to the wall lip. Edge to the right and then jump across to a lip on the aqueduct structure.

TOMB OF TIHOACAN

Tasks 1, 2, and 3



Now for a tricky move: jump from the aqueduct platform and throw your grapple, then wall run and jump to grab the pole. Swing off it, and onto the entrance bridge.



CAUTION

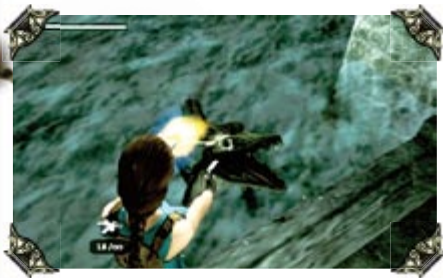
The leap from the wall run to the pole is difficult; try jumping on your first run, without turning and picking up speed, or you may overshoot the pole. You can also try lengthening the rope by stopping and descending with ▲.

TASK 3: USE THE UPPER WATER-RAISING WINCH

CAPPING CROCODILES

Look to your left and notice a high alcove with a winch on it. First, swan dive off the arched platform and into the central pool. Two vicious crocodiles swim here! Attract their attention, then turn left and swim to the surface, just above a horizontal pole that's submerged in the water (picture #2).





Clamber up onto the dry stone area without being struck by either crocodile, then turn and aim at the two crocs as they swim by your feet. Shoot them until both are slain.

You can now safely enter the middle pool so swim around to check out the very bottom of this chamber. There appears to be a treasure and a raft behind square gratings down here. Surface where you slew the crocs.



PATH 1: CLIMBING TO THE WINCH



You'll use this path more than once throughout your puzzle-solving. Whenever the water level is low and you need to reach the upper platforms, perform these moves:



Run along the right side of the pillars holding the upper platform and locate the piece of platform that has fallen near a single pillar on your right. Run up the sloping path segment and leap to the pillar lip.



Grab the lip and vault to another lip. Shimmy left, around the corner of this hanging point, until you're under a pole connecting the pillar to the exterior wall.

Vault and grab the pole, and hand-over-hand (use ▲ to quicken your pace) to the right.

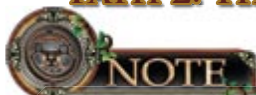


Turn around and swing, let go, and leap to a long, thin stone platform. Land and turn right, clambering into a piece of wrecked wall, then turn right again, vaulting up to the lip on the right side.

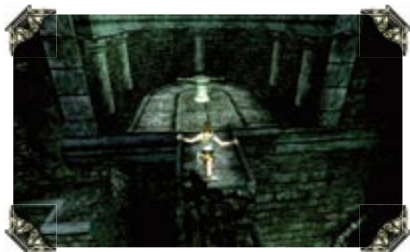
Turn and face the top of the pillar holding up a platform and archway. Jump far and cling to an upper lip, then climb and stand on the tiny ledge. Vault up to another lip and shimmy left around two corners, to the pillar's opposite side. Then vault up (picture #2) to the crumbled section of the archway. The winch is directly to your right.



PATH 2: THE PREFERRED PATH



This path allows you to slay the crocodiles later and without fear, and to complete the next task in a few seconds instead of minutes. However, you must already have learned the chamber's layout, and it assumes you make all the high-platform jumps.



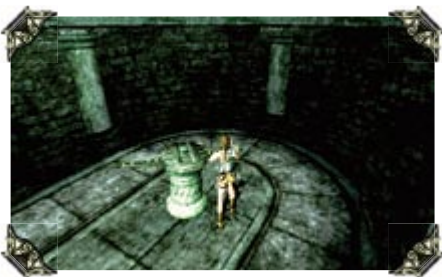
Simply run from the entrance to this cistern and leap the gap in the platform you're on, staying on this level. There's an arched pathway to your left. Turn and run over the crumbled section of pathway, or jump it (picture #2). You're at the winch!



NOTE

The crumbled section of the pathway is the point you reach if you'd climbed up from the floor below, using path #1.

Run into the stone alcove containing a winch like the one you used during the trial of Atlas. Grab the right handle and push it counterclockwise. Water begins to pour from the conduits in the walls, filling the chamber with water to your upper position.



TIME TRIAL TACTICS

From the very moment you start, use path #2, and ignore the underwater lever antics and the Artifact gathering. Continue this adventure at Task 5: Push the Crate, Lower the Water Level.

TASK 4: RELEASE THE ARTIFACT GRATING

LOCATING THE LEVER

Before you continue and locate a crate to push, run off the humped bridge platform and swan dive into the water. Stay on the surface, away from any crocodiles you haven't defeated.

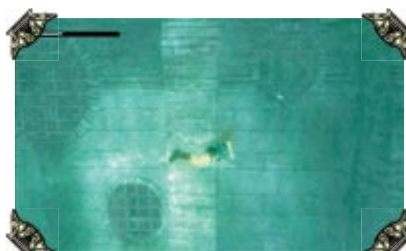


TOMB OF TIHOCAN

Task 4



Directly ahead of you are two gates on either side of a column. Swim around the back of the column and locate a lever there. You can access this only while underwater. Pull the lever.



This releases a grating in the bottom of the chamber. Wait to claim the Artifact until you drain the chamber. Now turn 180 degrees from the lever and swim right, to the far wall, and locate this conduit grating. Find shotgun ammo inside the blocked conduit.

You obtained the shotgun ammo!



Swim to the wall where the alcoves containing the winch and a crate are located. Below and between the alcoves, now submerged in the water, is a grating with the top missing. Swim in, grab the Large Medipack, and leave.

You obtained the Large Medipack!

TASK 5: PUSH THE CRATE, LOWER THE WATER LEVEL

SCRAMBLE TO THE CRATE ALCOVE

With the water level raised, leap into the water and swim along the same exterior wall side as the winch. You can't reach a second upper alcove without flooding the chamber. Swim to the small section of missing wall and climb onto the steps. Vault to a wall lip, turn, and jump left. Shimmy around the wall ledge to the left, around the corner (picture #2), and climb into the alcove.



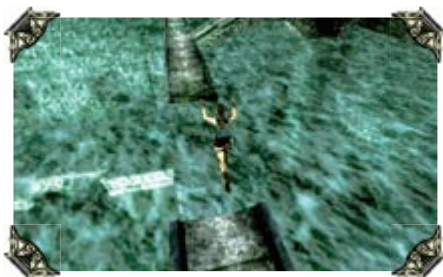
NOTE

You can shimmy along the right wall lip and turn to jump at some horizontal poles, but these don't lead anywhere.



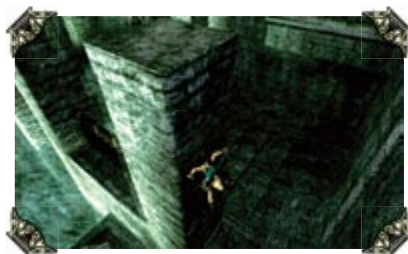
Once in the alcove, move to the crate, and push it off the edge of the alcove so it hits the water and sinks to the bottom of the chamber. It isn't at the central, very bottom of the cistern yet, though.

Run across the humped bridge platform, turn right, and run along the broken archway platform, leaping the gap in the middle. Turn right and run to the winch. Lower the water level.



MANEUVER THE CRATE TO THE LOWEST LEVEL

Now this section is a lot more dangerous and you must find a way down. Run across the humped bridge, turn left, retracing your steps, and lunge across the gap, grabbing the other section of platform bridge.



Keep running in a straight line and launch yourself off the platform, onto the square pillar below you. Don't overshoot and miss it! Land on the pillar, turn and hang from the far side, and then drop again (picture #2) to a piece of stone walkway on the ground below.

Before you grab the crate, jump to a fallen archway piece resting to your right, by the side of the pool. A crocodile roams here; coax it forward, then leap to the archway and blast it from safety.



CAUTION

Crocodiles attack on land with quick scurrying charges followed by a bite or a tail swipe, and both are damaging. Keep away and don't leap into the water during combat!



With the land-based crocodile defeated, turn back and jump to the area directly below the wall with the winch and crate alcove. Locate the crate at the base of the wall, then nimbly maneuver it off the side of the low wall, into the water. Don't fall in yourself!

With the land-based crocodile defeated, turn back and jump to the area directly below the wall with the winch and crate alcove. Locate the crate at the base of the

LOWER THE WATER LEVEL

Turn right and run along the ground with the pool to your left. Keep going as you spot a second winch ahead and left of you, on the other side of the wall. Run up a fallen section of stone platform to gain height, leap up to the wall on your left, and scramble over it. Then jump down to the winch and grab the right arm. Pull it back in a counterclockwise circle.



Before you drop down, turn and look in the darkened corner of the far end of this area. Behind a piece of archway rubble you'll find a Large Medipack.



You obtained the Large Medipack!



Run to the edge of flooring that has long since crumbled away, overlooking the lower middle of this chamber, and drop off the edge, onto the dilapidated steps, and then stop on the lower balcony.

TOMB OF TIHOCAN

CAPPING CROCODILES PART II

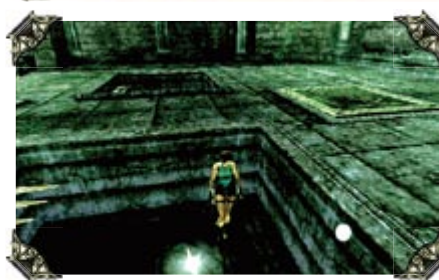


If you didn't deal with the crocodiles earlier, now is the preferred time to slay them. The optimal plan is to wait on the balcony and blast both reptiles from safety. Or, drop down and engage them in closer combat, but watch out because they are fast and highly damaging!

Tasks 5, 6, and 7



TASK 6: OBTAIN TIHOCAN'S FIRST ARTIFACT



Assuming you dived into the water when the chamber flooded and pulled the lever on the rear side of the pillar between the two gates, the grating on the ground

below will have opened. Drop down and take the Artifact inside.



You obtained the Artifact! (1 of 2)

TASK 7: RELEASE AND MOVE THE RAFT, RAISE THE WATER LEVEL

ESCAPING THE LOWER LEVEL

Once you have the Artifact, inspect the room. There are two pressure-sensitive floor switches as well as the two gates. The switch nearest the balcony you dropped from lowers the two gates on the far side of the room. Stand on it to test it.





The other floor switch retracts a grating opposite the Artifact. Inside is a raft, but it can't be moved until you raise the water level. First though, get the crate you pushed

down to this level and drag it back to the floor switch, so the raft grating is removed.



CAUTION

Do not push the crate around to the other floor switch, because you need to free the raft first!



With the raft revealed, you can leave the bottom of the chamber. But first, check the rubble in the far right corner (if you're looking at the room from the winch), and secure a health pack from a narrow gap.



You obtained the Small Medipack!



Now for the escape route. Climb on top of the rubble you just searched and leap to the sloping section of stone. Jump as you slide, fire off your grapple, and

wall run across, letting go and landing on more rubble in the opposite corner.

Land on the flat part of the rubble and turn left. Grab the wall lip to your left and shimmy around the corner. Vault up to another lip, then turn and jump, grabbing the pole.

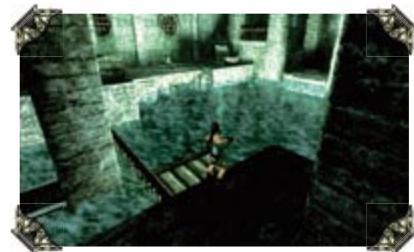


Swing off the pole to another wall lip and shimmy left around two corners, turn and jump to a second pole, and swing off that to a wall lip in the next corner. Shimmy left, around the corner, and climb on the rubble. Jump back to the lower balcony, then climb up to the winch.



FLOODING THE CHAMBER

Use the winch, fill the water in the lower part of the chamber, then go counterclockwise around the chamber. Leap across the gated area and climb the other side, then turn and locate the released raft. Grapple the raft and pull it as close to the gate as you can. Optionally, jump to the far side and pull the raft into this area of water.

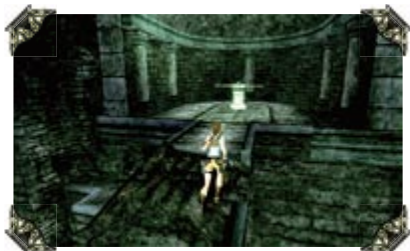


Make sure the raft is as close to the gate as possible before you exit this lower area. Check the platforms above you because you need to access them from the raft.



Run from the winch and land on the curved piece of debris stone, and use that to gain enough height to escape this area. Now scale the pillar as described in "Path 1" earlier.

Ascend via the pillar and reach the winch you first activated. Flood the chamber a second time, then turn and jump into the water and swim to the raft itself. If the raft hasn't been moved from its original position, you may need to lower the water level and tug the raft near the lower two gates.



NOTE

The central ceiling portion of this chamber features a vertical pole with four rings on it. You can use this to maneuver through the room while riding the raft, although you can't use it to reach the far platforms.



TASK 8: SHOVE THE SECOND CRATE, LOWER THE WATER LEVEL

REACHING THE FAR SIDE PLATFORMS



If you followed the previous plan and moved the raft as close to the gates as you could, the raft is at this position when you climb onto it. You can easily jump from the raft to

the jutting platform that is otherwise unreachable.

Land on the stone walkway platform and run to the junction at the end. There's a gap on your left, so grapple the raft and pull it toward you, so it's moored near this gap.



TOMB OF TIHOACAN

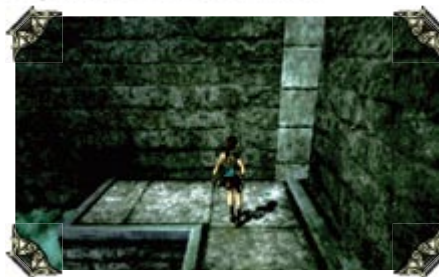
Task 8



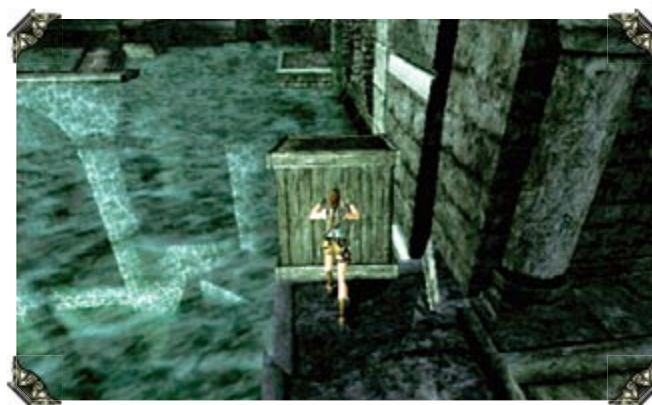
Turn and leap over the gap, and follow the path around. You're heading for an alcove in the chamber's side wall. If you fall in the water, swim to the raft and climb back up.

SHOVE THE SECOND CRATE, AND DESCEND

Follow the walkway to the right, then left, and stop in the corner to pick up some shotgun ammo. Then turn and leap to a pole, swing and jump to a second pole, and land on the alcove floor.



You obtained the shotgun ammo!



The second crate is on the edge of the alcove. A simple push drops it in the water, and it lands where you fought the land-based crocodile below.

Dive into the water and swim across to the upper platforms on the near side of the chamber. You're returning to the winch you first activated. Pull it clockwise, and lower the water level.



The quickest path to the crate is to turn and run along the walkway platform you're on, making a left, leaping the gap, and then dropping off to the square pillar at the far end. Then dangle and drop to the fallen blocks, then to the ground.



Look for the crate at the base of the exterior wall and maneuver it toward the middle of the ground you're on, over the center of the pool wall, and into the water.



Run to the lower winch by the quickest route. Jump in the water, exit via the right side, and run up to the wall under the entrance you first came in from. Climb left, leap the wall, and pull the winch clockwise to drain the water. Drop into the drained pool via the low balcony and drag the remaining crate across the floor and onto the other switch to raise the gates.



TASK 9: ESCAPE THE CISTERN

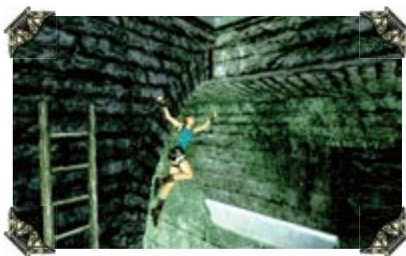
REPOSITIONING THE RAFT



Climb out of the pool and return to the winch, raising the water to the top of the pool. Run to the area behind the gates and grapple the raft. Tug and pull it to the edge of the water, past the pillar, as close to the far exterior wall as possible.



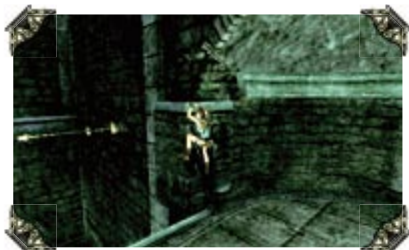
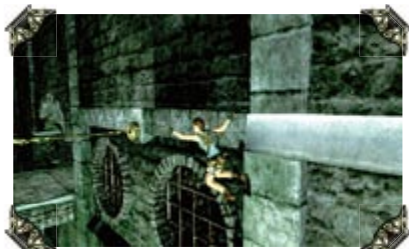
Take an alternate (and slightly quicker) route to the upper winch. Hop the wall to your right and find the pillar with the block at the base and a ladder. Jump and quickly climb the ladder. When you reach the top of the ladder, turn right (picture #2), and make a long leap to a wall lip.



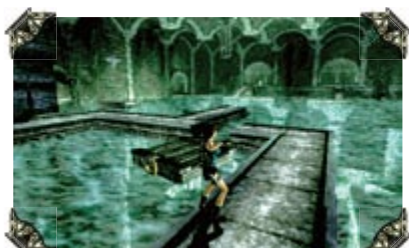
Shimmy left across the lip, jump the gap, and then vault up twice to the side alcove. Shimmy around the corner and climb onto the section of alcove balcony where the second crate once was.



Climb onto the balcony, then leap up to the lip you couldn't vault to, and up to a top lip at the same level as a pole to your left. Shimmy to the edge of the lip, then jump (picture #1) to the pole. Swing across to a second side alcove. Run across the balcony, but make sure you jump to the corner lip on your right, as you cannot reach the two remaining poles otherwise. Then follow the wall lip around to the alcove where the first crate was.



From there, run back across the platform walkways to the first winch, pull the arm, and the water level rises. Swim to the raft, which is now on the side nearest the middle upper balcony on the back wall. Make a grapple adjustment and float the raft closer to the balcony, then jump onto the raft, turn, and leap to cling onto the balcony.



The raft needs to be inside the "square" of water directly below the balcony. If it isn't, you must grapple the raft at the lower level, as mentioned previously.



Enter the small chamber with the trio of fountain heads. There's little to explore, so swan dive into the pool under the heads, and leave the cistern for good!

TOMB OF TIHOCAN

Tasks 9 and 10



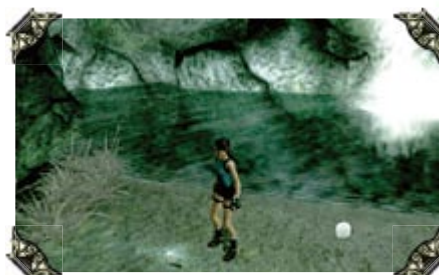
TASK 10: OPEN TIHOCAN'S TOMB TEMPLE

SWEPT TO THE LOST UNDERGROUND CAVERN

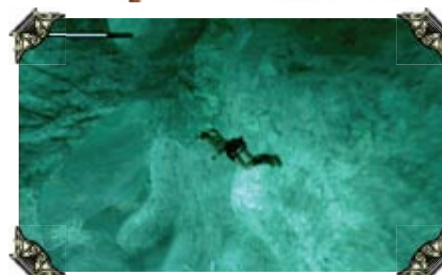
Dive down and you're swept through a long stretch of tunnel by a fierce current you can't fight. You're deposited into a small underground cavern and a pool of water.



Swim to the bank opposite and climb out. Collect some shotgun shells on the bank, and then swan dive back into the water. Head to the area left of the waterfall where you fell from.



You obtained the shotgun ammo!



Dive down at the far end of the pool, away from the waterfall. Swim down to a gap in the rock, through a natural tunnel, and then quickly surface on the other side.

FISHING FOR THE FRONT DOOR LEVER

You appear in a remote and frightening cavern, with the flickering fires of Tihocan's temple in the distance. The main door is locked, so swim to this point (picture #1). Directly below you is another gap in the lake wall, so refill your air, and then dive down into the gap.



You surface in a tiny alcove and a spit of a ledge to climb onto. On the rock wall is a lever hidden from raiders. Pull it and the tomb's doors grind open.

TASK 11: LOCATE TIHOCAN'S SECOND ARTIFACT

DIVING DOWN FOR A GLOOMY PRIZE



Your lake expedition doesn't end here! Swim to this point (picture #1) at the far end of the lake, left of the tomb entrance, and submerge. A tunnel leads to a glowing object at the far part of this dead end. Submerge as close to the wall as possible, so you have enough air to grab the Artifact and swim back to the surface without drowning!

You obtained the
Artifact! (2 of 2)

BOSS BATTLE! PISTOL
FACE-OFF WITH PIERRE

ENTERING TIHOCAN'S TOMB

Once you surface from your treasure hunt, swim to the small island across the lake and grab some shotgun and 50 caliber pistol ammunition.



You obtained the
shotgun ammo!

You obtained the 50
caliber pistol ammo!



Climb onto the grounds of the tomb and proceed forward to the entrance. This is one impressive structure, with two incredibly lifelike and frightening stone centaurs guarding the place. Enter the building and head left.

TIME TRIAL TACTICS

The plan for the time between when you dived into the pool by the three-headed fountain and when you entered the tomb of Tihocan is to ignore the Artifact and ammo, and swim straight for the lever to unlock the door. Then enter the tomb immediately.

EXPENSIVE INSTINCTS



You enter the crypt chamber itself and pass a gleaming object on a pedestal. At the tomb, you decipher an inscription that says something about Tihocan being another god-king, and leader after the great betrayal that sunk Atlantis....



You push the lid of the sarcophagus away, to reveal... nothing! The coffin is empty. You feel cold steel pressed into the back of your head. Pierre is pointing his 50 caliber pistol at you and clutching the Scion piece! Is this treasure worth dying for?

ACTION EVENT!



*Infamous explorer Pierre DuPont is pointing his pistol at you! Press **●** quickly.*



Success! You spin around and knock DuPont back with a right hook.



Failure! He shoots you in the back of the head, and laments your demise.



*You dodge another flurry of bullets, but Pierre has you again! Press **▲** quickly!*

TOMB OF TIHOCAN

Task 11 and Boss Battle!



Success! You grab Pierre's hand and elbow him in the face, stealing his pistol.



Failure! You're shot in the gut and crumple to the ground in agony.

DOOM FOR DUPONT



Pierre staggers back, firing wildly! You narrowly miss being struck as you vault over the coffin and hide from DuPont's pistol fire. He then turns and runs out of the tomb, throwing his remaining pistol away. You pick them up.

You obtained the 50 caliber pistols!



Pierre flees the tomb, but he only gets as far as the front steps before one of the centaur statues comes alive and gallops after the Scion he's holding. He narrowly dodges a bright ball of energy the beast throws at him.



The beasts are guarding the Scion, so Pierre throws the item at you, hoping the centaurs will turn their attention to you. He is correct, but unfortunately for him, he's trampled to death under undead hooves before the battle begins!

BOSS BATTLE! DEFEAT TIHOCAN'S CENTAURS

CENTAUR OF ATTENTION: INITIAL COMBAT

TIHOCAN'S CENTAURS

Two truly terrifying beasts are Tihocan's personal guardians. These massive undead centaurs have a number of special abilities:



The charge: The centaurs can gallop much more quickly than you can move, and they try to knock you sprawling with a fast charge. Circle away or

leap from the charge, dodging it and avoiding the knockdown damage.



The energy ball: As the centaurs maneuver around the arena, they tend to throw balls of pulsing energy that can damage you, and these home in

slightly on your location. Continuously move to the sides in a large circular motion so the energy dissipates away from you.

The stone gaze: One of the centaur's most deadly attacks is the green glowing gaze it casts over you. When this occurs, stop firing, run to the side, and holster your weapons. This effectively stops the gaze.



If you refuse to stop firing, or keep your guns out, a flash of energy erupts from the centaur, striking and immediately turning you to stone. Rapidly waggle the analog stick to the left and right to free yourself.

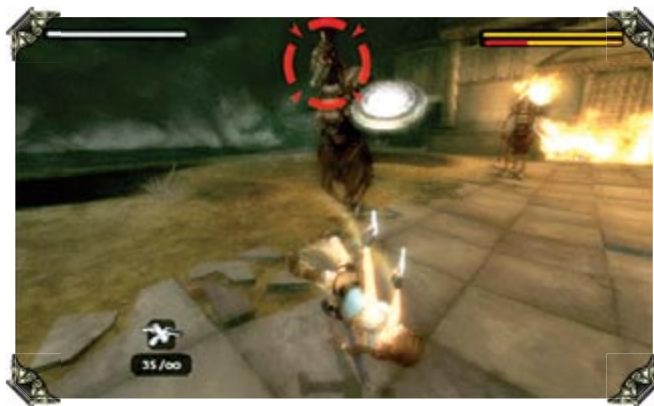
If you have a centaur near you and you don't shake off the effects of the petrification in time, the centaur executes a hind-leg stomp, smashing you into tiny pieces of stony flesh!



Now that you know the centaurs' strengths, it's time to locate their weaknesses. Begin combat with either the regular or 50 caliber pistols. The shotgun doesn't have the range you need. Rapidly shoot a single centaur; avoid and ignore the other.

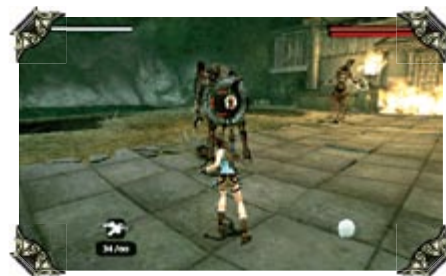


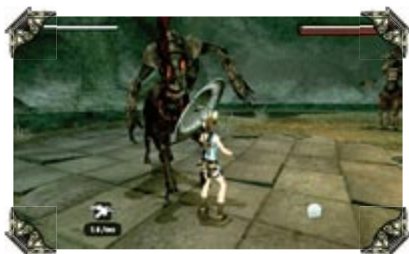
Continue to blast the centaur you've selected, only sheathing your weapons if the deadly green gaze appears. Pepper the centaur with bullets until it becomes enraged.



The centaur charges you, so pull back with **[B]** and continue in the same direction until time slows down, and you can attempt a **focused attack**. Dive with **[C]**, and wait for the target crosshairs to merge and turn red. Fire a single shot!

Only this type of shot stuns the centaur for a couple of seconds. Immediately stop, face the centaur, and pull out your grapple with **[E]**, and then grab the centaur's shield using **[F]**. The shield falls from the centaur and lands where the beast stood.





Continue with combat, but maintain a circular path near the shield. Target the other centaur, enraging it so it charges, execute a focused attack, and steal the other shield.

FINISHING THE FOUR-LEGGED FIENDS

With both shields resting on the ground, continue to whittle the beasts' energy down. The fiends are incredibly tough, and all of your weapons cause minimal damage. Keep blasting and wait until the centaur attempts to petrify you.



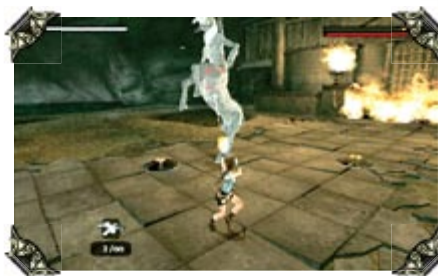
When this occurs, you have a couple of seconds to reach the shield and hold it up with **▲**. You can pivot on the spot, but you can't move the shield or move with the shield. Deflect the beam back at the centaur!



It turns to stone for around four seconds, so immediately drop the shield, produce your 50 caliber pistols or shotgun, and blast it! This is where you'll do the most damage.

TOMB OF TIHOCAN

Boss Battle!



Now repeat the process, focusing on one centaur, as it can gradually regenerate damage if you let it. Once both centaurs are dispatched in this fashion, you can grab the Scion and inspect Pierre's remains!

ASTRAL HALLUCINATIONS



Pierre has most definitely raided his last tomb. You claim the Scion piece and combine both this and the section you located in Peru. A massive explosion creates a rift, and you plummet downward, into the unknown!



Giant, menacing forms are murmuring their disapproval over your Scion-gathering skills. The many-tentacled shadow still clutches his Scion piece. You get the feeling he's going to be a difficult foe to face!



The shadowy giants are replaced by ether, and the Scion piece floats away. The rift opens, and the Scion flies into what looks like an entrance to a tomb in Egypt! You fall back to earth with a thump and a start.

You obtained the
Scion of Tihocan!

TIME TRIAL TACTICS

Time Trial Time to Beat: 00:13:20

EGYPT

PART 1: TEMPLE OF KHAMOON

TEMPLE OF KHAMOON: OVERVIEW

Welcome to Egypt! The long-forgotten kingdom of Khamoon has lain undisturbed for centuries, save for the odd grave robber who soon learned why this area hasn't been ransacked. Some truly fierce panthers and undead felines prowl this temple! Your plan here is to first locate a large central courtyard and enter at the feet of a giant carved sphinx. From here, you must move from room to room, solving the puzzles and locating the exits in each. After leaping over moving platforms held by stone guardians, you must seek an entrance under the shrine of the cat goddess Bast, then scale a tall chamber full of narrow ledges, and finally access a ceremonial chamber that allows entry to the deeper parts of Khamoon's domain! Good luck!



LEGEND

- | | |
|------------------------------|----------------|
| S Start Point | Switch/Lever |
| F Finish Point | Foe |
| Grapple Ring | Artifact/Relic |
| Rope or Vine | Ammunition |
| Box or Crate | Medipack |
| Moveable/Destructible Object | Task Item |
| Floor Switch | Boss |

TEMPLE OF KHAMOON

Task 1





TASKS TO PERFORM



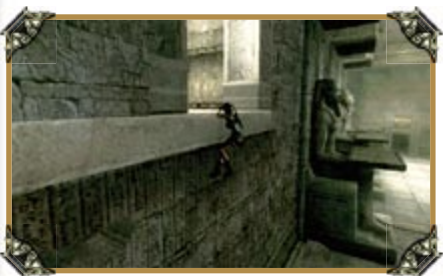
1. Enter the Courtyard of the Sphinx



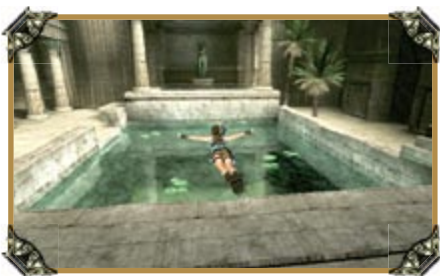
2. Locate Khamoon's First Artifact



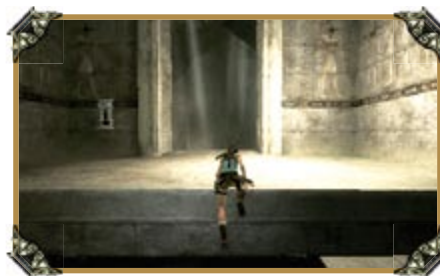
3. Enter the Sphinx



4. Escape the Hall of Guardians



5. Reach the Shrine to Bast



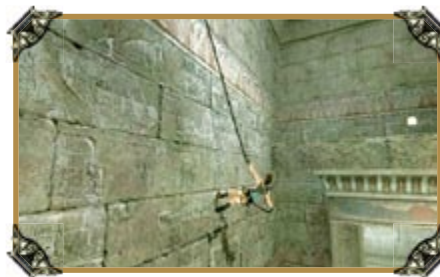
6. Open the Ceiling Trapdoor



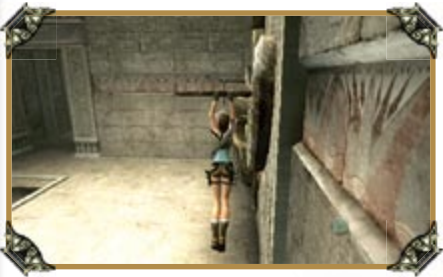
7. Obtain Khamoon's Second Artifact



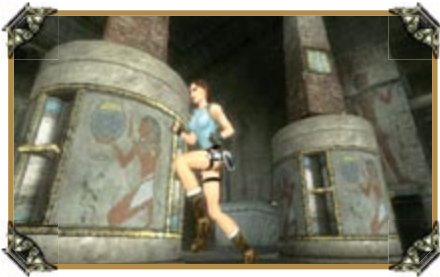
8. Exit the Panther Pens



9. Locate Khamoon's Third Artifact



10. Release the Sand Trapdoor



11. Solve Khamoon's Puzzle



12. Secure the Fabled Relic

TASK 1: ENTER THE COURTYARD OF THE SPHINX

CRUMBLING COLUMNS AND DESCENDING SCARABS



You ride your motorcycle to the entrance of the ancient temple you remember seeing in your otherworldly hallucination. Welcome to the ruined catacombs of Khamoon!

You drop down into a sandy passageway with fallen rocks to the side of you. Run down this passage until you spot the hole in the wall. Dangle and drop from the edge, to a tall but enclosed entrance chamber.



Before you investigate the upper reaches of this chamber, turn left. In a dark corner is a carved block. Pull it out of the alcove it rests in. There's something behind there....



Run behind the block you just shifted, and into the tiny alcove. Lying on the sands are two items to grab: a small amount of health and shells for your shotgun.



You obtained the Small Medipack!



You obtained the shotgun ammo!

TEMPLE OF KHAMOON

Task 1



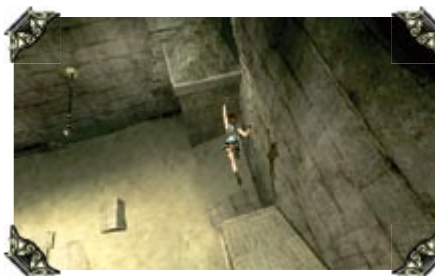
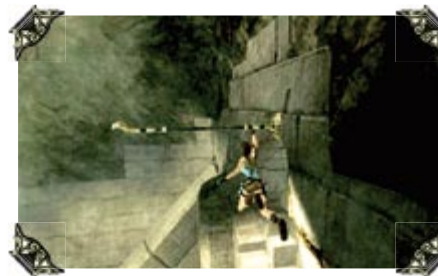
Now inspect the chamber you're in. Even with the block, you can't reach the upper areas, so check the columns in the room's far left and right corners. Produce your grapple and connect it to the ring at the base of each column. Pull back with **▲** and bring both columns crashing down. Then turn and leap on the remnants of the left one (picture #2).

Bound onto a small ledge you couldn't previously reach, on the chamber's left wall. Bend down and take the Small Medipack before you continue. Then grab the lip of the block to your left side.



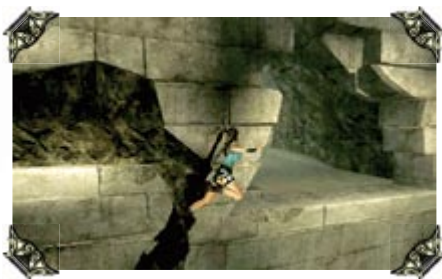
You obtained the Small Medipack!

Shimmy left, around the corner, and then jump to the ledge lips in the corner of the room. Vault up twice, and edge left so you're at the same level as a pole. Jump and grab the pole.



Jump quickly from the pole to a resting section of column, and slide down it. Leap as you reach the end and grab the base of the right corner column you just destroyed.

Shimmy around the base, turn back, and jump to two poles in quick succession, then off to the base of the left column you destroyed. Vault up two ledge lips, edge right, and jump to a large hole in the wall.



Scramble up to the short passageway leading away from you. Run to the ornate scarab weight at the far end, and jump to grab it. The weight descends; immediately vault and grab the ledge above.



Climb onto the ledge, which leads you left, to a second passage with a sandy slide down to a shallow pit. Slide down and then jump, grabbing a pole above you.

Swing and grab another scarab weight, and vault up. Turn the corner and move to a hole in the wall ahead of you.

BEWARE THE PROWLING PANTHER!



Enter the hole, but draw your weapon and turn right. Jump out, blasting a panther that was ready to ambush you, and continue to deftly avoid it until you kill it.

BLACK PANTHER

A sacred animal to the Egyptians, felines—dark and dangerous—roam this temple. Although pistols work, a trio of shotgun blasts is the best way to bring down this big cat quickly, but only if you haven't been charged; in that case you need a faster-firing weapon. Dodge like mad, try the focused attack (although the attack window lasts only for a second), and keep moving. A panther attempts to swat, bite, and wrestle you; all are damaging, and the wrestling requires you to shake **[L3]** violently to the left and right.



When the big cat confrontation has ended, quickly run to the pile of bones to the left of the door you entered, where you first saw the panther, and snag some ammo.

You obtained the
shotgun ammo!



The room is almost clear of surprises, so leap up to the second hole overlooking the central courtyard with a giant sphinx statue. Don't head there yet; instead, run left and jump to grab a corner wall lip. Shimmy around it, then jump to the side wall. Climb up and crouch, shuffling along the inside of the wall, then jump to another lip, and shimmy around, following the crack.



The crack allows you to shimmy to an easily missed stone balcony. Scramble onto it and locate the small alcove in the middle. A large amount of health is here.

You obtained the
Large Medipack!

TIME TRIAL TACTICS

As with previous explorations, there's no need to waste time grabbing items when you could be completing your next objectives; ignore ammo and health, especially in out-of-the-way places.

TASK 2: LOCATE KHAMOON'S FIRST ARTIFACT

TREK TO THE DAMAGED SPHINX



Enter the huge central courtyard with the obelisk in the middle, and slide down the pile of sand. You look at a strange figure clad in bandages. It turns around, and has the face of a rabid cat! It roars at you! A second beast activates from the feet of the sphinx, and bounds in to stop your tomb raiding.

CAT MUMMY

Slightly slower than a panther, but featuring similar attacks such as a single- and double-pawing strike, the cat mummy is a fearsome foe. Keep your distance from it! Back off, and plant three shotgun blasts into its rotting hide. The cat mummy also throws fireballs, and like all the beast's attacks, this knocks you off your feet. Get up, back up, dodge, and keep firing!



Two cat mummies are intercepting you, so bring out the shotgun and pepper the first with this weapon. There's plenty of room to dodge the beasts' attacks. Finish one, then the other.



With both mummies sprawled in the sand, return to the base of the sand slide and claim the 50 caliber ammunition. Now is a good time to explore the ground level for items.



You obtained the 50 caliber pistol ammo!



TEMPLE OF KHAMOON

Task 2

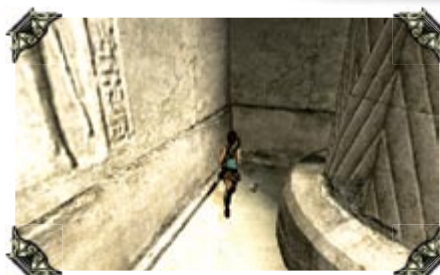


Turn around and look for the damaged sphinx with part of its face missing. Move to the column on the sphinx's right side and head around the back of it to find a small health pack.



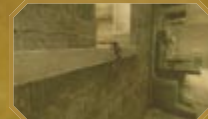
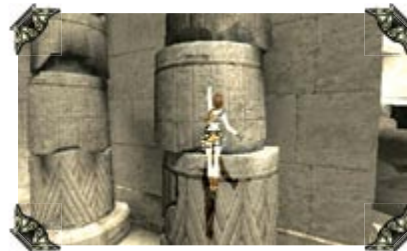
You obtained the Small Medipack!

Head into the sunny part of the courtyard and locate the giant pair of ceremonial doors you can't open. Run past the column to the right, to a derelict column. Find shotgun shells in the corner, left of the derelict column.



You obtained the shotgun ammo!

Now that you have collected all the ground level items, it's time to find a lever allowing you access into the sphinx. Run to the intact sphinx on the opposite side of the courtyard and locate the round segment of column to the left of the statue. Jump onto it, turn left, and leap to a partially destroyed column. Shimmy left, to the end of the hanging point, and vault up to the second section (picture #2).



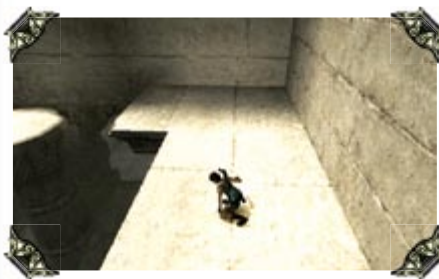
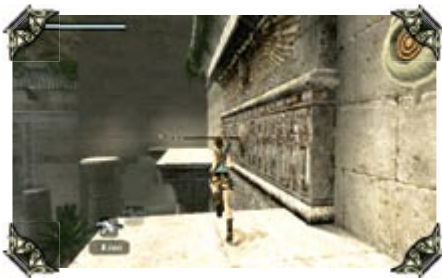
x2



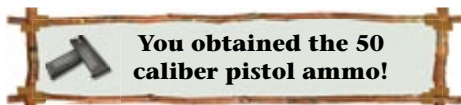


Shimmy left so you're near a second, partially destroyed pillar, then turn and leap to it (picture #1). Grab hold of the lip, vault to the next hang point, and edge right just a little. Then vault up twice more (picture #2) to the flat top of the pillar itself.

Jump to the larger flat top of the pillar to the right side of the giant doors. Blast the circular switch on the wall, which brings out a pole. Swing across the gap.



Land on the flat platform on the opposite side and run to the gleaming object on the platform. Pick up some 50 caliber ammunition.



Continue along the platform to the corner, then jump across to a circular pillar top. Then make a second jump to a lower circular pillar top. This pillar is to the right of the damaged sphinx, and the Small Medipack you bagged earlier was at the base of this pillar. Turn right slightly and jump to the carved ladder to the right of the sphinx's head.



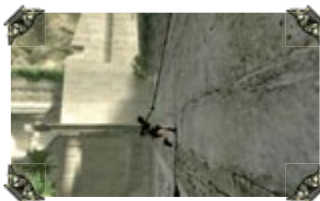
Climb to the top of the ladder, look left, and jump onto the head of the damaged sphinx. Before you look around, head up and into the alcove behind the sphinx. Check out the right corner wall; there's a hole in it! Vault up here and locate a tiny cubbyhole where a clay tablet rests among the bones.



TASK 3: ENTER THE SPHINX

LEAPING TO LOCATE THE LEVER

When you've climbed down from the hole and stepped back on the head of the damaged sphinx, look right and up. A winged carving protrudes from the wall. Grapple it and swing right.



Land on the circular flat top of another pillar from your swing. Now leap to a flat corner platform and turn left. You must now wall run across the sheer wall! Leap off the corner, fire your grapple, wall run to the middle of the wall, let go and leap, and then fire your grapple to a second ring (picture #2) and wall run to the platform in the opposite corner.



This corner platform continues around to the right, to a dilapidated column and the back of the sphinx's head. Leap from the right edge of the

platform to the sloping rock and slide down it.

Turn 180 degrees as soon as you land from the slide. There's a hole in the right edge of the sloping rock. Crouch and enter this hole to discover a large amount of health!



With all available items now removed, you can move to the head. Locate the lever embedded in the top of the sphinx's skull and pull it down.





The sealed door between the sphinx's paws grinds open. Run right, slide down the stony debris, and then leap left and across the sphinx's paw (picture #1); this saves time compared to running around the paw. Then enter the open doorway, which leads to a connecting corridor. Make a left, right, right, and left turn.

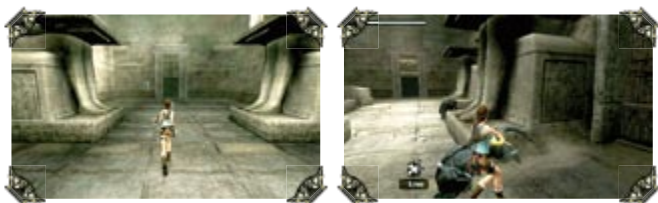
TASK 4: ESCAPE THE HALL OF GUARDIANS

BIG CAT BEATDOWN



Stride into an impressive chamber, with a scarab door to your left, and six giant guardian statues on the perimeter walls of this ornate, but crumbling

hallway. Run down the hallway and repel two incoming panthers with your weapon.



With both panthers slain, turn and run to the opposite end of the hallway, where the panthers approached from. The cage door they ran from is open, but the alcove is empty. Pull down on the lever to the left of the doorway. The six statues begin to rumble and open in and out of the wall! Turn and bring out your favored weapon as two more panthers appear, one from each of the cages at the opposite end, where you started from.

With all four panthers defeated, return to the chamber's entrance and turn right. Find a health pack around the open panther cage area.



You obtained the Small Medipack!

TEMPLE OF KHAMOON

Tasks 3 and 4

GAINING GROUND ON THE GUARDIANS

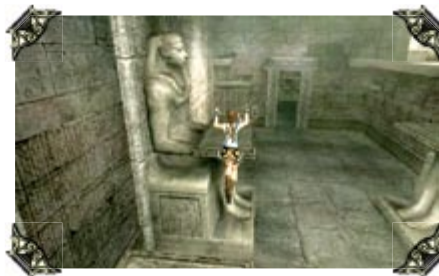


Ignore the Small Medipack if you wish to save time, backtrack to the lever you just pulled, and do so again. As the guardians rumble into life, run through the middle of the hallway and leap onto the small stone piece of rubble. Use this to gain height, turn around, and jump to the platform on the first guardian. Quickly turn and jump left, to the guardian opposite.

NOTE

The guardians must be moving, otherwise the gap between the right and left platforms the six guardians are holding is too wide to reach with a jump.

Now you're on the left side of the guardians. Jump across to the middle left platform, and again to the far left platform as the guardians shift back to their original positions.



Now that you're on the far left platform held by the guardian, you can jump toward the left wall and propel your grapple out. Wall run and jump to the stone lip in the corner and hang from it. Drop down to the lower lip and shimmy to the right. Now make a lateral leap to the top of the cage door.



Do this next maneuver quickly, or you risk having to repeat the guardian platform leaping. If this occurs, pull the lever and start again.



As soon as you grab the cage door, it starts to descend. You *must* quickly vault up to the decorative overhang above the door, and shimmy right along that. Then leap right, shimmy to the corner then right to the opening in the wall, and climb up into a ceremonial passage. Turn left and run down the corridor.

TASK 5: REACH THE SHRINE TO BAST

PIT CHAMBER 1: BLOCK PUSHING

At the end of the corridor is a short sliding drop and an alcove below you. Slide down the drop and turn right with pistols at the ready. Bring them to bear on three scurrying large rats in this area.



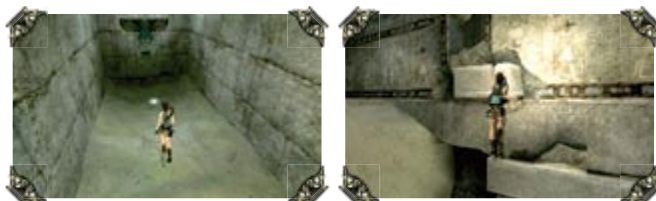
When all the rats have been slain, turn left, and look at the sandy slide you just traversed. To the right of it is a block. Grab and pull it backward and around the corner.



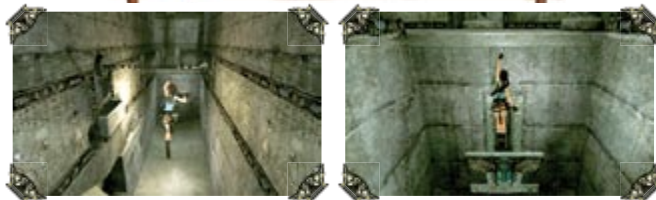
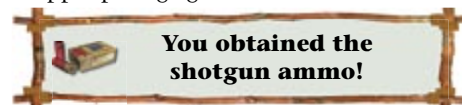
Stop pushing the block for a moment and run around it, into the alcove it was sitting in. There's an easy-to-miss small pack of health in this dark cubbyhole. Now turn, move back to the block, and push it to the rock wall at the end of the shallow pit. Turn and stoop for a second Small Medipack, then leap onto the block and escape this area.



PIT CHAMBER 2: POLE SWINGING



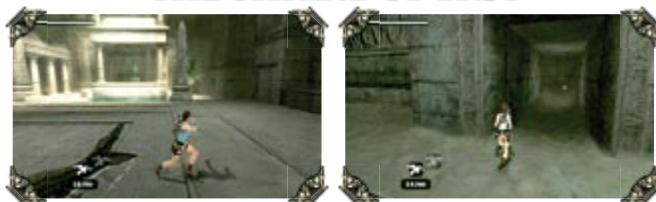
Climb to the passageway ground above the pit and turn right. This leads to a longer sand slide to another shallow pit. Run down to claim the shotgun shells near a scarab weight. Maneuver out of the shallow pit by locating the long stone lip on the right wall (if you're facing the sand slide), and vault to it, then shimmy left and vault to the smaller stone, and back to the upper passage ground.



Now for a tricky exit! A pole retracts and shoots out of the left wall. When it shoots out, jump and grab it, avoiding the sandy slide. Jump from the pole to a second pole, then make a long leap, stretching out to grab the scarab weight. Immediately press **▲**, then **×** to grab the weight with both hands, then vault up to the passageway above, or you'll fall and have to retry.

TASK 6: OPEN THE CEILING TRAPDOOR

BLASTING CROCODILES IN THE SHRINE OF BAST

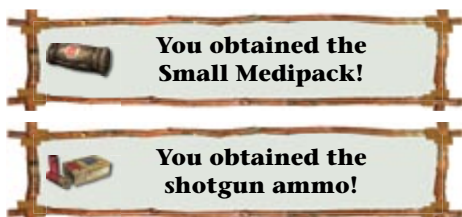


You've reached a light-filled chamber with another entrance high on the right side, and what appears to be an object on the shrine roof, opposite you. Investigate that area when you can reach it. For now, drop down and engage two crocodiles that charge in from a dead-end tunnel below and behind you. When both crocodiles are defeated, turn and run into the tunnel, and take the health from the far end.

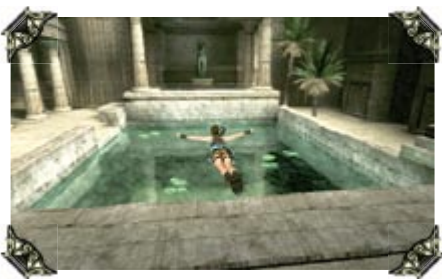




Proceed down the chamber's left side. In the small shrine ahead is a statue of Bast in cat form. You can't reach the goods on the shrine room, so investigate the far left area instead. In the shadows under the pillars is a large gap in the far wall. Jump up to it, and work around to a small alcove with ammo and health.



Climb down from the alcove and run to the side of the square pool in the middle of the chamber. The picture shows you swan diving from the main area, but you can leap in from anywhere.



TIME TRIAL TACTICS

Ignore all these cubbyholes and the items in them.

UP THE CHAMBER OF LEDGES



Dive down the square chute in the base of the pool, swimming directly to a wall lever, and yank it back. An underwater gate to your left swings open. Without surfacing, turn and swim toward it. A small sea-snake heads in before you; it's harmless. Swim quickly using ▲ to ensure that you enter the chamber beyond before the gate closes again.



TEMPLE OF KHAMOON

Tasks 5 and 6

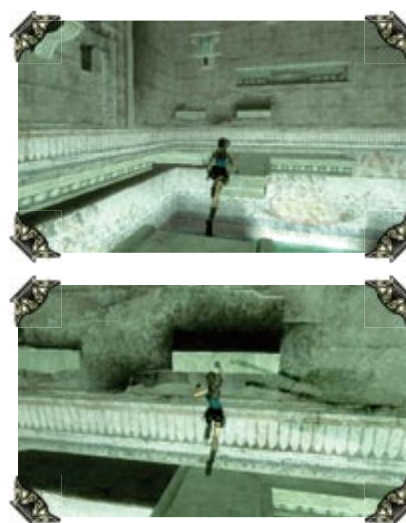


Surface to catch your breath, then dive back underwater to secure an item. Assuming you're facing into this chamber from the gate, swim to the far right support pillar and head around the back. The lower corner has fallen away, and inside rests a health pack. Now surface and look around. Welcome to the chamber of ledges.

The only way is up, so turn and locate the scarab weight on one of the walls. Jump to it, and leap to the lip directly above. Shimmy to the right. Laterally jump to the platform.



As you reach this platform, it slowly retracts, as do two other platforms on nearby walls. Quickly get to your feet, follow the jutting section of platform right, and jump far, clinging to the opposite platform section before it's too far to reach. Continue to run, and jump for a wall ledge lip above this new platform section (picture #2).



x3

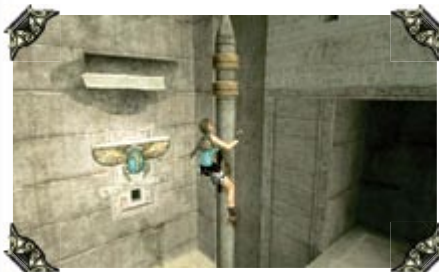
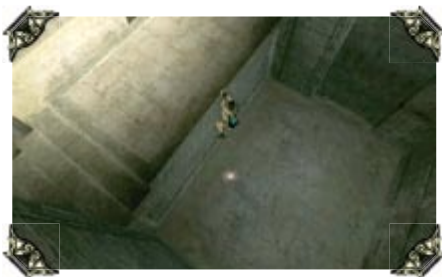
x2



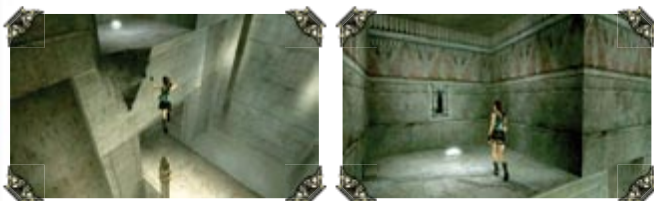
This next move can be tricky. Shimmy left and turn, leaping to the lip in the corner. The platforms now rumble out again to their original position. Turn and jump to the thin platform against the wall, then race to the far end before it fully retracts. Jump and cling to the scarab weight. Quickly vault to the lip above, then right to a partially broken ledge. Escape this chamber to a back room.

ONWARD AND UPWARD

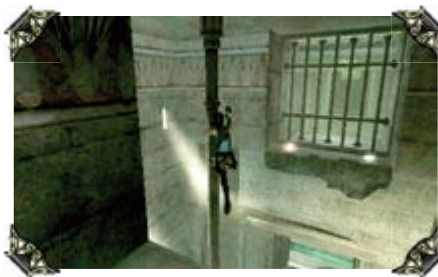
This small back room has more than a few hidden goods to find! To start with, hang off the main walkway to the right, and drop down to collect a Small Medipack here.



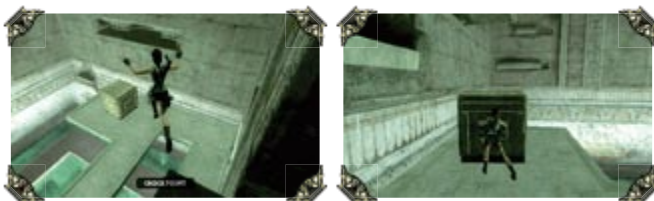
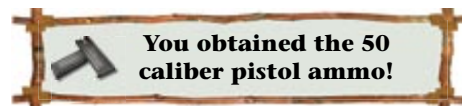
Climb back up to the walkway, and this time jump to the vertical pole on your left. Climb it, then jump back to the scarab weight on the wall, and vault up the two ledge lips.



At the topmost lip, turn and look back out at the top of the vertical pole. There's a balancing point to jump to. Land, turn left, and then leap once more, to the alcove above the walkway, where you can see a gleaming object. This is some pistol ammunition, but the more interesting prize is a wall lever; pull it back and a block falls from a high platform in the previous chamber.



ledge near the barred window. Find some health and bullets here.



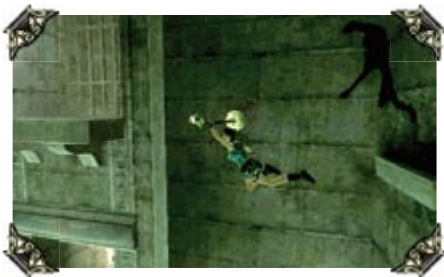
Back in the chamber of ledges, the platforms have stopped retracting, so jump from the ledge you're on to the right fallen block. Push this across the bridge that the platforms have formed, all the way to this area. You can't push the block in the water, so press it firmly against the lip surrounding the platforms.

Now for one of the trickiest maneuvers so far! Climb onto the block and leap to the wall lip. Vault to the lip above it and turn. Then jump back and grab the upper, U-shaped platform.



Immediately pull yourself up as the platform retracts. Leap the gap and the platform pauses, retracting as your weight triggers it. Land on the other portion of the platform, then make a long leap, grabbing the scarab weight at the far end of the wall. Quickly vault up to the tiny ledge lip above, then turn right.

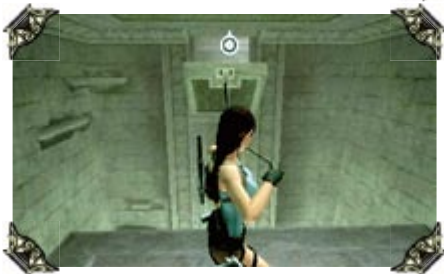
Leap to the upper scarab weight and quickly vault upward to the ledge lips near the ceiling. Edge left, laterally jump to another lip, and turn around. Propel yourself to a pole, swing off it, and land on a secure ledge near the roof.



NOTE

The Large Medipack and ammo were on the other side of the grating you can see.

For your final trick, you need a grapple and great timing! Fire the grapple at the ring on the drawbridge opposite. Tug the line and bring the drawbridge down to a horizontal position. Make sure it is as flat as it can go.



Let go of the drawbridge ring, immediately fire your grapple up to the ring in the center of the ceiling, and swing across. Let go of the grapple and leap, land over the



closing drawbridge. This must be done in one swing.



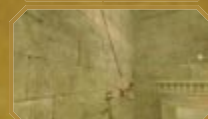
Run down the drawbridge and into a dead-end alcove that's empty save for the lever to your right. Pull it down, and the drawbridge descends permanently, and the trapdoors swing down from the ceiling. Leap to the right one.

TEMPLE OF KHAMOON

Task 7



Cling to the iron rivet strip on the door, vault to the top of it, turn and leap to a horizontal pole, and swing to the door on the opposite side. Then finally clamber onto the stone and sandy floor above.



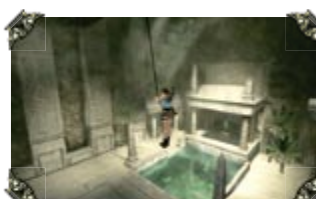
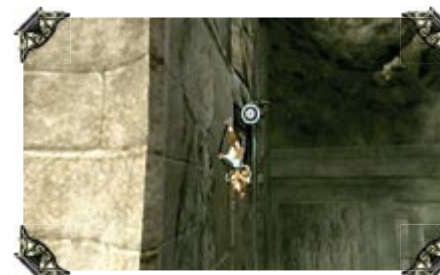
TASK 7: OBTAIN KHAMOON'S SECOND ARTIFACT

SUPERB CEILING SWINGING NEEDED!

Head across the ground, without falling back down into the chamber of ledges, and activate the lever on the left wall. The tile floor surrounding the Bast statue falls away. This is your next main area to search.



Step to the opening and survey the shrine to Bast from this new vantage point. You can now reach the ceiling rings. Turn left and fire your grapple, then wall run to the tiny ledge, leaping and grabbing it.



Look out into the chamber and you can see the icon for the ceiling grapple point (■). Jump into the chamber, throw your grapple, and swing back and forth, lining yourself up with the second ceiling ring. Jump and grapple to that, then the third ring, and finally land on the roof of the shrine. Your Artifact is waiting up here.

**You obtained the
Artifact! (2 of 3)**

TASK 8: EXIT THE PANTHER PENS

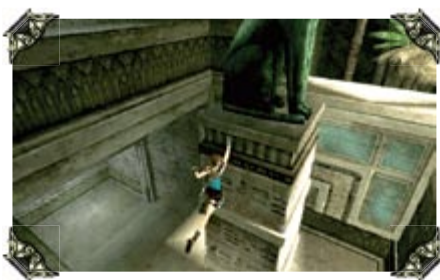
SLAYING THE PANTHER PRIDE



Whether you dropped down from the vantage point or from the roof of the shrine, you must take evasive maneuvers because the two crocodiles have returned. To defeat

them easily, stand on the ledges surrounding the shrine, where the crocs can't reach you.

Run to the shrine of Bast, and leap to the column with the statue atop it. Grab the ledge lips and drop to the ground. Slide down the slope, turn left, and race down the corridor.



You arrive at a chamber with a central obelisk and panther cages below. Before you investigate further, turn right and claim the 50 caliber rounds, then spin left and grab another load of bullets, located on either side of the entrance balcony you're on.



**You obtained the 50
caliber pistol ammo!**

**You obtained the 50
caliber pistol ammo!**

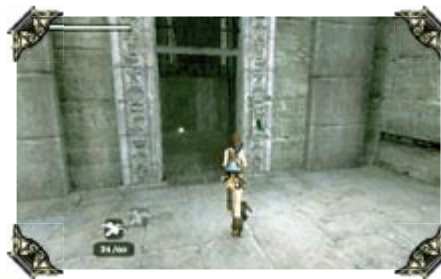
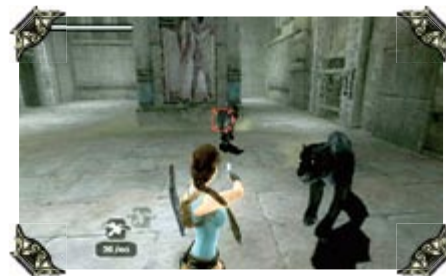


You're stocked with bullets, so you may wish to use them in the battle to come. Change to your shotgun or 50 caliber pistols for the next confrontations.

Drop to a lower balcony overlooking the ground level and bring out your pistols. There's no need to waste more valuable ammo on the single panther; shoot from this safety point until it yields.



Prepare for some frantic combat; drop down and engage two panthers that run in from the far side of the chamber, then a third that joins the fray when the first one dies. Blast them quickly with powerful weapons and execute focused attacks and dodging wherever possible.



When the panthers lie sprawled across the stone floor, jog forward, to the left of the central obelisk, and turn left. Inspect the panther cage for some major health.

**You obtained the
Large Medipack!**

There's a second cage, with panthers salivating at the prospect of mauling you, on the right wall from your starting position. Pull the lever to the right of the door, back up, and defeat them.



Make sure you fire quickly, catching at least one panther while the two beasts try to escape the cage.



You can't shoot through the scarab gate and massacre them; you must release them first.

ESCAPING THE PENS

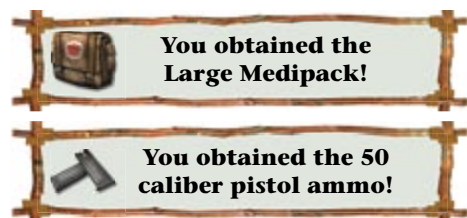


The panthers are defeated, but there's still some leaping to be done. Locate the ledge lips to the left of the scarab cage door you just opened and vault up to the second one. Shimmy right, leap to the cage door, then turn and jump across to the obelisk base before the door closes. From here, leap up, shimmy right to the edge of another lip, and jump to a jutting bar.

The bar pivots around the corner. Hang on until it slams into the wall, and shimmy left on it, then leap to the outside wall again and vault up the lips to the upper platform surrounding the obelisk.



You can exit now, but if you're after more items, turn left and run to the edge of the platform. Switch back to the regular pistols and shoot a wall switch. This activates a ceiling ring. Swing across, landing on the stepped alcove you can see, and claim a large health pack and more pistol bullets. Swing back to the obelisk, or you'll have to climb the ledges again.



TASK 9: LOCATE KHAMOON'S THIRD ARTIFACT

FINDING THE ORNATE SCARAB WEIGHT

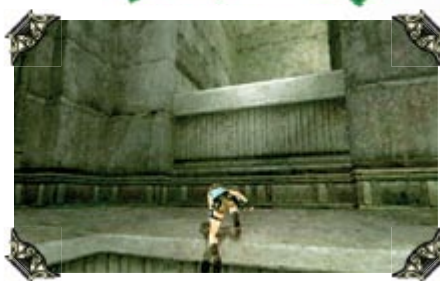


Exit the pens via the upper exit walkway. Make a left, run along a narrow corridor, then turn right, bringing out your weapon to defeat an incoming panther. Back up, or better yet, jump into the room beyond to finish the feline.

or better yet, jump into the room beyond to finish the feline.

TEMPLE OF KHAMOON

Tasks 8 and 9



The chamber you've arrived at is dusty, cluttered with small pieces of stone. It has an exit to the right that's too high to reach and a trapdoor in the ceiling. Exit via the only available doorway, leading to a ladder.



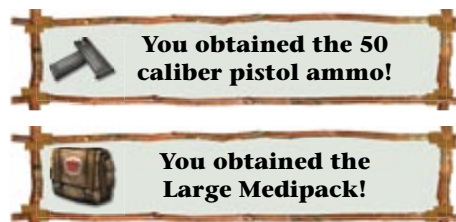
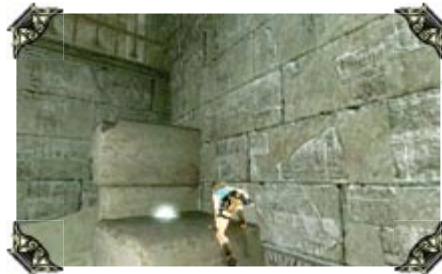
Climb the ladder quickly, arriving at an upper chamber half-filled with sand. A cat mummy guards a huge and ornate scarab weight.

Head right, firing at the beast, and take it down.

TIME TRIAL TACTICS

Skip the pole leaping and concentrate on returning to the hallway of guardians if time is a factor.

Quickly search the room. Of particular interest is a set of two block steps in the upper corner behind you. The first step holds pistol rounds, while the second has a large health pack.



POST LEAPING FOR A PRIZE



Stay at the top of the two steps and turn left. There's a barred fence above and right of you, and a ring in the middle. Grapple to the ring, wall run to the middle, then stop. Move up the grapple rope to this point (picture #2), and leap into the chamber.



You land atop the point of a long, thin, vertical post. From here, turn left, and survey the three taller posts to your left and the pointed post tip on your right. You can't

pull on the scarab weight yet, so ignore the pointed post next to you.

Secure the Artifact in a moment. For now, jump left to the first tall post and grab the hang point. Drop down to a second point, and shimmy right, around the corner. Turn and jump to the middle post.



Grab the hang point, and shimmy right, around the corner, then leap to the last post. Shimmy right, vault to the top lip, and rotate around the post until your back is to the side wall. Then turn and jump to the wall, throw your grapple, and wall run to the right. Jump to the overhang above the large doorway, where your final Artifact rests.

**You obtained the
Artifact! (3 of 3)**



Be careful when dropping down. Fire your grapple and then descend via the grapple rope, or you'll take damage if you fall from where you picked the Artifact up.

TASK 10: RELEASE THE SAND TRAPDOOR

GUARDIAN HALLWAY: SECOND LEAP

When you've finished claiming your optional prizes, run around the hole leading down to the panther pens and head through the ornate doorway you just dropped from. Climb the ladder.

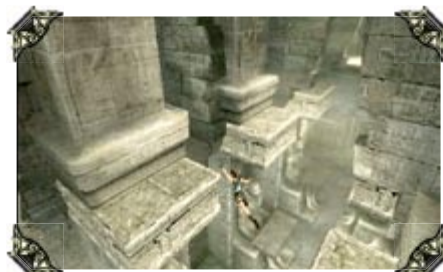


At the top of the ladder, you reach a balcony overlooking the hallway of guardians that you traversed earlier. This time you're high above the ground. Pull the lever.

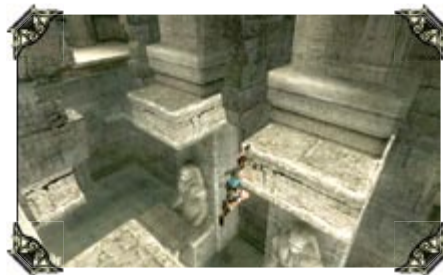


You're higher than you'd think. A leap without a proper landing can result in a deadly plummet!

With the lever pulled, six stone platforms grind backward and forward above the stone guardians. You must traverse the platforms in this order: leap to the near right one.

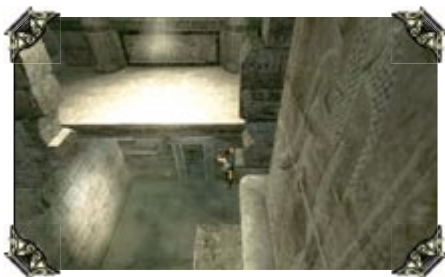


Quickly turn right, and make a long leap to the near left platform. Grab and pull yourself up at once.



Turn right, jump to the middle left platform, turn right, and leap to the middle right platform.

Turn left, leap to the far right platform, then finally turn and jump to the opposite stone balcony. You're safe!



Turn left and walk to a large health pack, picking it up before you sprint to the corridor's far end and another lever. To the left is a barred fence, overlooking the scarab

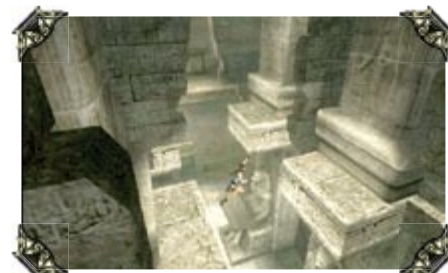


chamber you just came from. Pull this lever and the bars on the ornate scarab retract and the guardian platforms extend.



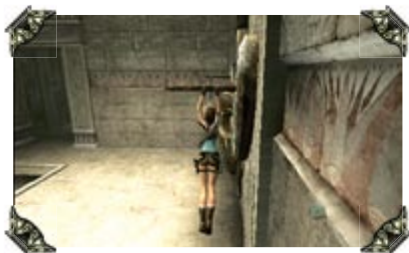
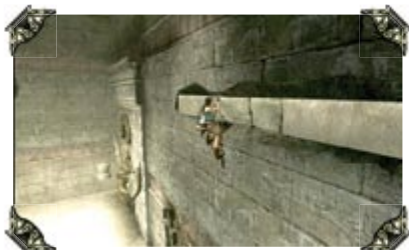
THE HANGING SCARAB

Run back to the guardian hallway and follow this route across the extended platforms (so you don't jump into a rocky obstacle above you): to the near left, middle



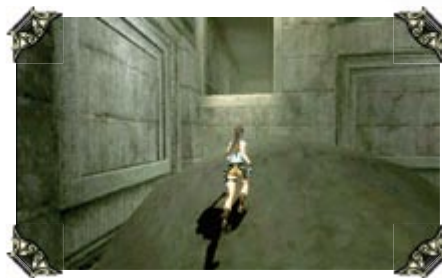
left, middle right (as shown), far right, far left, and to the balcony.

Turn right, drop down the ladder, and dash back into the scarab chamber. Follow the plan you just undertook when grabbing the Artifact. Wall run from the two steps and jump onto the tip of a post. This time, turn right, leap to another post point, then to a long wall ledge lip. Shimmy quickly left, because the middle section is loose and falls. Then look left and jump to the small jutting bar on the right side of the scarab. Recover your grab or you'll fall. You need both hands to lower the bar (picture #2).

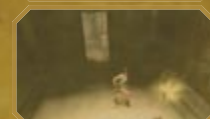


TEMPLE OF KHAMOON

Tasks 10 and 11



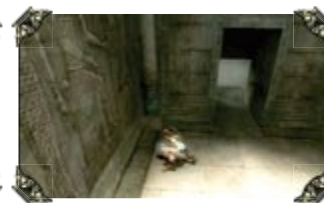
A massive trapdoor opens in the room below, depositing a large pile of sand on the floor of the chamber where you fought the single panther. Climb down the stairs in the hole behind you and leap left, onto the sand pile, and onto a corridor you previously couldn't reach.



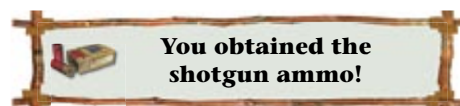
TASK 11: SOLVE KHAMOON'S PUZZLE

COUNTERCLOCKWISE BLOCK REMOVALS

You enter an elaborately adorned chamber with a solid tomb door ahead of you. Four sandstone obelisks guard the door in a semicircle. The room is eerily quiet.



First block: You must find a way to open the door, and the trick lies in the exterior walls. Dotted around the chamber are blocks at the base of the walls. From the entrance, work in a counterclockwise route. Pull the first block out and run around it. A secret entrance is revealed behind the block. Head into a tiny chamber and secure some shells.





Second block: Pull out the second block. Step on the ground where the block was sitting, crouching as you go, and one of the sandstone obelisks rumbles and rises from the ground. Step into the

chamber beyond, or view it from the main chamber, and look to the wall. The following inscription is shown in picture form:

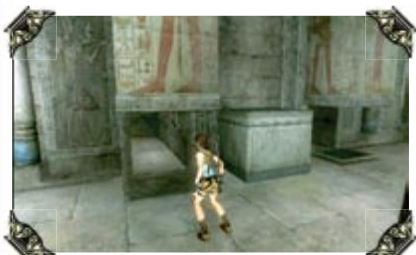
Below the sign of the heron, an Egyptian carries the ankh.



Return to the main chamber. A cylindrical slab has risen from the ground. Look up and you'll see that the obelisk has the sign of the heron above it. Turn the slab so the painting of the



Egyptian carrying the ankh faces the door and clicks into place.

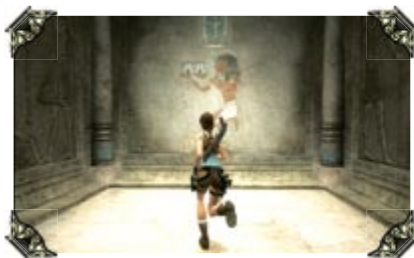


Third block: This leads to a short L-shaped corridor and an empty room. Ignore this block.



Fourth block: Shove this block out of the way, which is to the right of the main ceremonial doors. A panther is hiding behind it! Leap onto the block, or draw your powerful caliber pistols and drop the big cat with a barrage of gunfire. Look into the chamber it was guarding. The following inscription is shown in picture form:

Below the sign of the serpent, an Egyptian carries two tents. There are shotgun shells to grab, too.



You obtained the shotgun ammo!

Return to the main chamber. A cylindrical slab has risen on the far right. Look up, and you'll see that the obelisk has the sign of the serpent above it. Turn the slab so the painting of the

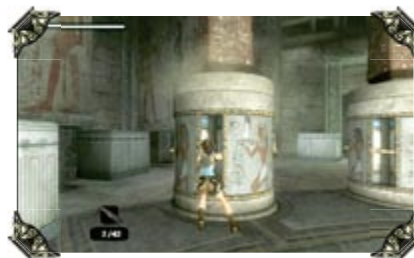
Egyptian carrying the two tents faces the door and clicks into place.



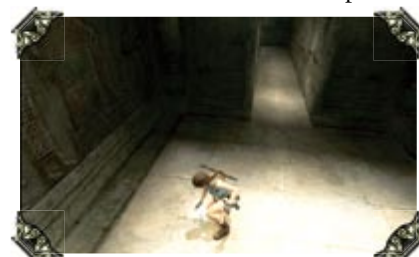
Fifth block: Shove aside the block that's left of the main doors. Behind, the following inscription is shown in picture form: Below the sign of the infinite loops, an Egyptian carries small statue.



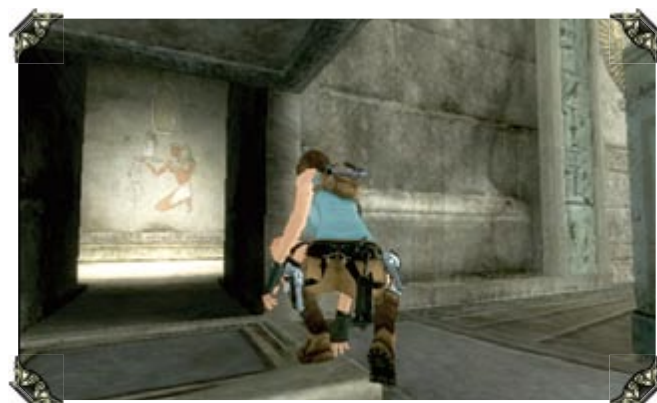
Return to the main chamber. Look for the obelisk that has the sign of the infinite loops above it. Turn the slab so the painting of the Egyptian carrying the small statue faces the door, and clicks into place.



Sixth block: Remove the block and enter a short L-shaped corridor. There are some 50 caliber bullets in the room beyond, but nothing else of use.



You obtained the 50 caliber pistol ammo!



Seventh block: Behind this block is a panther, so take great care when pulling the block away and back up to defeat it.



CAUTION

The level ends when you go through the big door. Be sure you've grabbed the additional ammunition and the Relic before crossing the threshold.

When all four cylindrical sections have been adjusted to face their appropriate sides, two central doors creak open and the way to the mysterious Obelisk of Khamoon is revealed!



TIME TRIAL TACTICS

Solve the puzzle in record time by simply moving only the four necessary blocks to activate the four obelisks, and solve the puzzle from memory:

- From the entrance, assuming you're moving counter-clockwise, shift the second, fourth, fifth, and seventh blocks.
- Stand at the double doors, and turn to face the four cylinder blocks.
- The second block activates the middle left cylinder block.
- The fourth block activates the far right cylinder block.
- The fifth block activates the far left cylinder block.
- The seventh block activates the middle right cylinder block.
- The far left holds the small statue.
- The middle left holds the ankh.
- The middle right holds the vase.
- The far right holds the two tents.

TASK 12: SECURE THE FABLED RELIC



Eighth Block: Before you finish, remove the final block and enter the tiny ceremonial chamber and grab the 50 caliber pistol ammunition in here.

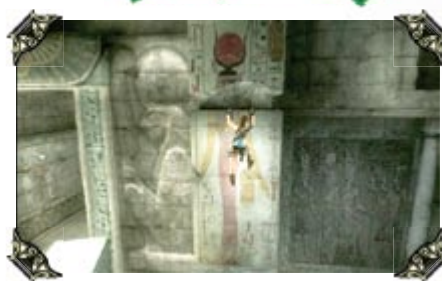


You obtained the 50 caliber pistol ammo!

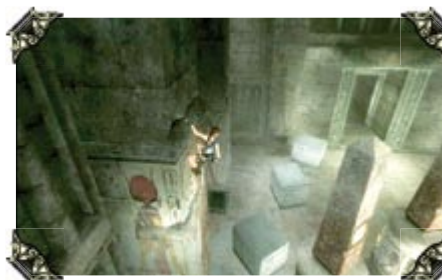
TEMPLE OF KHAMOON



Task 12



Move the fourth block (right of the exit doors) and line it up so you can grab the cracked protruding section of wall to the right, and leap to it. Vault to the second crack and shimmy right, turning two corners.



Turn and leap to the stone lip in the corner. Shimmy right, then leap right, to the protruding area of wall with the crack on it. Vault to the upper crack, then turn and leap.



Land on the tip of the sandstone obelisks and turn slightly left, jumping to the next obelisk tip, and so on until you reach the fourth one. Then jump to the crack in the protruding wall section, shimmy right, around the corner, and drop down to reach a secret antechamber.

You are rewarded with a special Relic from Khamoon's reign; a ceremonial mummified cat. Fortunately, this isn't the kind with ravenous jaws and fireballs! Pick up the health too, then complete the puzzle.



You obtained the Large Medipack!



You obtained the Mummified Cat! (Relic 1 of 1)

TIME TRIAL TACTICS

Time Trial Time to Beat: 00:20:30

EGYPT

PART 2: OBELISK OF KHAMOON

OBELISK OF KHAMOON: OVERVIEW You have now entered the second of the god-king's sanctums, where the ruler once had a sprawling palace and a central worshipping obelisk. The trinkets still remain on this sacred structure, waiting to be inserted into the identical obelisk in the courtyard of the sphinx you visited previously. You must locate four levers, hidden in some cunning places, and use them to lower each drawbridge. You begin with an easy-to-find lever, but after an incredible climb up a vertical throne room, an up-and-down clambering exercise in a chamber with a giant set of staircase blocks, and a chamber dedicated to Anubis where two of the king's Artifacts are hidden in vexing locations, there's little time to sightsee, especially when the connecting corridors themselves feature some of the deadliest traps you've ever attempted to avoid!



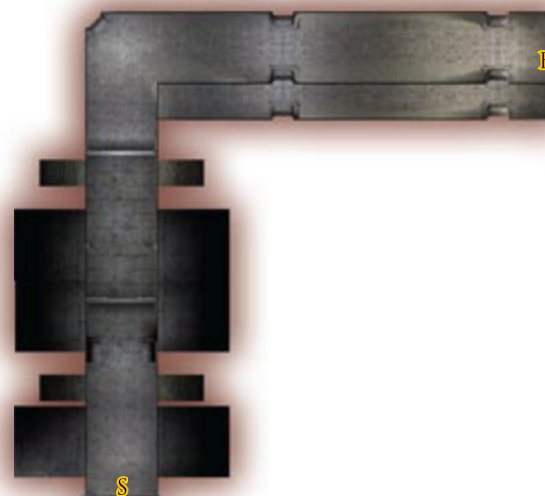
LEGEND

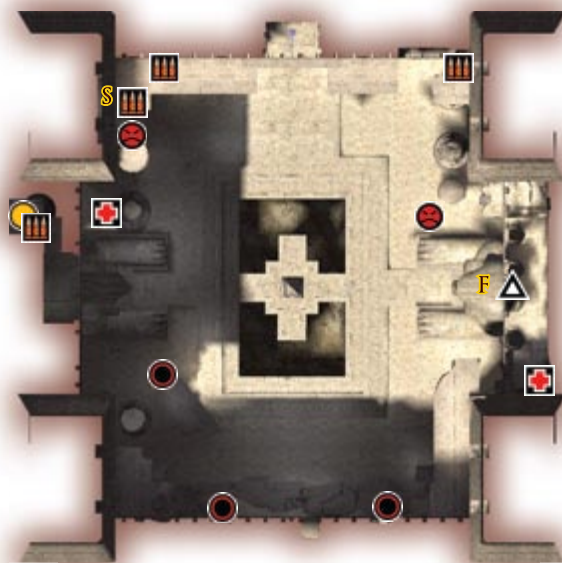
- | | |
|------------------------------|----------------|
| S Start Point | Switch/Lever |
| F Finish Point | Foe |
| Grapple Ring | Artifact/Relic |
| Rope or Vine | Ammunition |
| Box or Crate | Medipack |
| Moveable/Destructible Object | Task Item |
| Floor Switch | Boss |

OBELISK OF KHAMOON

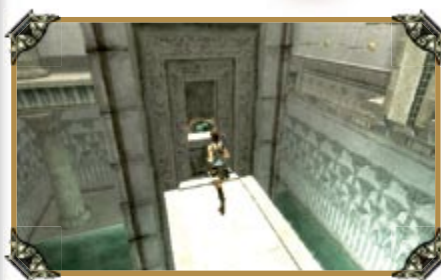


Task 1

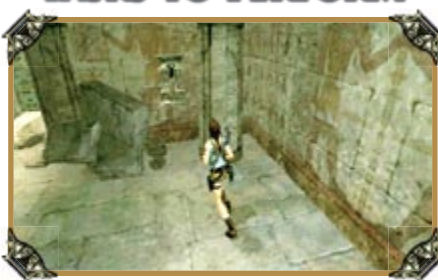




TASKS TO PERFORM



1. Obtain the Eye of Horus from the Central Obelisk



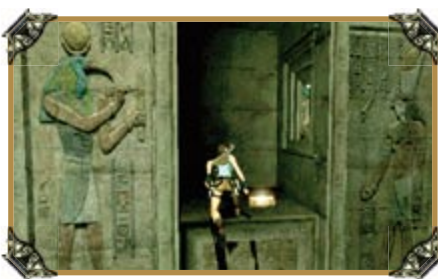
2. Locate the First Throne Room Lever



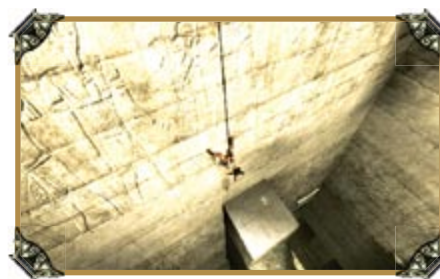
3. Ascend to Claim Khamoon's First Artifact



4. Lower the Second Drawbridge at the Central Obelisk



5. Reveal a Giant Staircase



6. Locate Khamoon's Second Artifact



7. Locate the Seal of Anubis and the Ankh of Isis from the Central Obelisk



8. Locate the Third of Khamoon's Artifacts



9. Claim the Fourth of Khamoon's Artifacts



10. Lower the Final Drawbridge



11. Claim the Scarab of Osiris from the Central Obelisk



12. Enter the Sanctuary of the Scion

TASK 1: OBTAIN THE EYE OF HORUS FROM THE CENTRAL OBELISK

LOWERING THE FIRST DRAWBRIDGE



The doors to the inner sanctum have opened, so pass through them, ideally after obtaining all additional ammo from the puzzle room. Run up the sloping path to a

ceremonial courtyard with Khamoon's obelisk in the middle, then turn right.

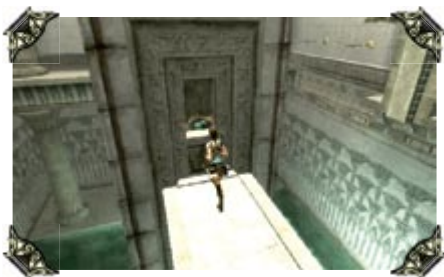
NOTE

There are four alcoves in the central obelisk and four raised stone drawbridges. All drawbridges must be lowered for you to reach the prize in each of the alcoves.

Notice a lever on the right wall, in the shaded corner you're standing on. Run over and pull the lever down. The room shudders slightly as the first drawbridge descends.



Turn and run back to the spot where you found the Medipack; the drawbridge has lowered, creating a bridge to the middle of the chamber. Run to the alcove and claim your first unlocking item.



You obtained the Eye of Horus!



OBELISK OF KHAMOON

Task 1



A QUICK ITEM HUNT

NOTE

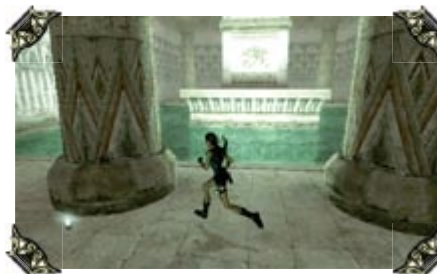
The Eye of Horus is a valuable trinket. You may have seen an indent in this shape back in the previous area: the Temple of Khamoon. The central obelisk in the sphinx courtyard had this, and three other cut-outs, ready for insertion!



You cannot reach the remaining drawbridges or areas of this chamber at this level or higher, so turn right and swan dive toward

the open entrance below. This leads to your next task.

However, before the next task begins, optionally swim to the ledges where the support pillars are, on either side of the central obelisk. Swim to the right, climb on the side of the chamber where the Eye of Horus faces you on the obelisk (as shown), and take the ammo from behind the pillar.



You obtained the 50 caliber pistol ammo!



NOTE

If you wish to return to the upper level you were just on, climb a ladder carved into the corner to the left, behind you. At the top, jump left to the entrance balcony.

Now swim across the shallow pool at the base of the obelisk and climb onto the ledge opposite, where the scarab side of the obelisk faces you. Behind a pillar, you'll secure a Small Medipack.



You obtained the Small Medipack!

NOTE

There is a gate under the obelisk itself! You can't reach it yet, but it's an important place to return to later in this expedition!

TASK 2: LOCATE THE FIRST THRONE ROOM LEVER

BEGIN THE THRONE ROOM ASCENT

Enter the stone entrance at the water level and run through the connecting corridor. Stop as you approach a pair of slamming stone walls; run through when they open.



CAUTION

Be very aware of the power of these ancient traps! The slamming walls instantly crush you if you are caught by them. You may wish to save your progress before you negotiate each one.

Turn the corner and maneuver past another pair of slamming walls. At the next junction, there are two slamming walls, one after the other. The first slams, and then the second. Run into the trap as the nearest wall recedes, and you'll clear both of them.



After clearing the wall traps, you eventually find yourself in an incredibly tall chamber, with dozens of ledges to leap to. At the base are the remains of a throne.

Move to inspect the ceremonial steps, which is all that's left of the throne. Drop down behind the stone stairs and secure some ammunition below the icon on the wall.



You obtained the shotgun ammo!



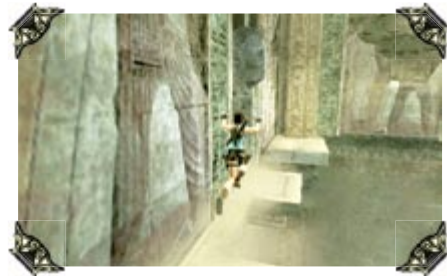
Ascend the steps to the square plinth, and then leap to the icon on the wall. Drag the weight it is attached to, and a column behind you descends (picture #2). This column is timed, so leap back to the plinth, run to the column directly behind you, and stand on it before it rises up again. Ride it upward.

THRONE ROOM: THE ASCENSION BEGINS

When the column you're standing on stops moving, turn left. Leap to a horizontal pole and swing to the stone edges above and right of the entrance doorway. Grab the bottom one.



Vault up twice, then turn and look behind you. Jump to the U-shaped platform, which retracts into the wall. Hug the left wall, jump the gap, land on the far part of the platform, and leap again to the corner ledge.



Turn and face in from the corner. Jump to a section of floor across from you.



Stand on the floor section and face the balcony on the opposite side, with the small pile of rubble on it. Leap across to this area (picture #1), and then run into the small alcove. Hidden around the corner on the left wall is a lever. Pull this lever down and a horizontal pole shoots out from the wall high above you. This is the only way to reach your first Artifact.

TIME TRIAL TACTICS

Don't waste time pulling this lever and attempting to reach the protruding pole. Just scale the chamber and leave.



The lever you pulled is on a timer. You must scale the rest of the chamber with no delays, or the pole recedes back into the wall. Make every upcoming maneuver count!

TASK 3: ASCEND TO CLAIM KHAMOON'S FIRST ARTIFACT

CLAMBERING UP AGAIN



Whether you pulled the lever or not, jump to the small section of flooring in the middle edge of the chamber and turn to the post. Jump and cling to the stone lip, edge right around the corner, and vault up to the next lip. Turn and face the middle post. Jump to the lip atop the post, but don't stand on top of it. A large dart fires across from one wall hole to the other. Instead, shimmy right until you can leap to the right post.

OBELISK OF KHAMOON

Tasks 2 and 3



Complete your post climb by grabbing the lip of the right post, shimmying right around it, then vaulting up to the top lip of the partially destroyed post. The dart hole is now below you. Leap to the lip directly above the hole, then jump right to the horizontal pole.

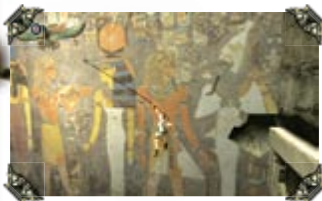
Grab the lip of the long stone ledge and climb onto it. Run right, to the opposite end, jump to the protruding stone lip, and vault up to the next one. Turn, and jump to the jutting platform.



As the platform retracts into the wall, jump off the side of it and grab the narrow section of supporting beam in the middle of the room. Hang, then edge to the right.



Pass the post above you, then climb onto the beam. Drop down and hang from the other side, and shimmy left, all the way to where the beam stops. Vault up to a stone lip, shimmy left around the corner, and turn to face the gap between posts. Leap across the gap, holding onto the lip opposite, and drop down to a lower lip. Shimmy right, around the corner (picture #2), then stand up between the post and wall.



Make a pinpoint jump from this spot to the small ledge lip ahead and right, in the corner of the chamber. Then vault to the longer lip, shimmy quickly left, turn, and leap along the wall with the giant painting on it. Grapple the ring and wall run across the painting. Retract the grapple, leap to the ledge lip on the other side without wall running back, and shimmy left, leaping to a second ledge, and then turning and jumping (picture #2) to the top of another post.



As before, there is a serrated dart buzzing between the two small holes in the perimeter walls. Don't be struck by it, or you'll be knocked into the chasm!

You're almost at the top of this chamber. Shimmy right, around the top of the first post, then leap to the middle one. Shimmy right, then vault up and stand on the post itself. The dart that is firing is now below you. Finally, leap to the small stone platform section, grab it, and pull yourself up. You made it to the top of the chamber!



TIME TRIAL TACTICS

You now have the choice of heading left to secure the second drawbridge, or moving right to grab the Artifact before heading left. For a quicker time, ignore the Artifact.

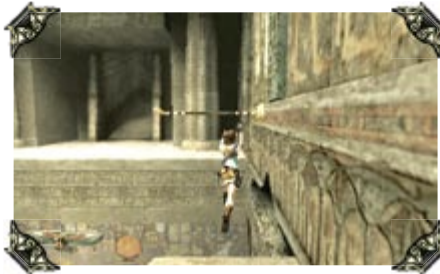


Assuming you didn't delay your climb from the previous lower lever in this chamber, you have a second or two to grab the horizontal pole on your right and swing over to an upper balcony. Land and immediately run to the small pile of stones in the middle. Behind them is your first Artifact. Grab it and return the way you came.

You obtained the Artifact! (1 of 4)

TASK 4: LOWER THE SECOND DRAWBRIDGE AT THE CENTRAL OBELISK

BATTLING THE BANDAGED BIG CAT

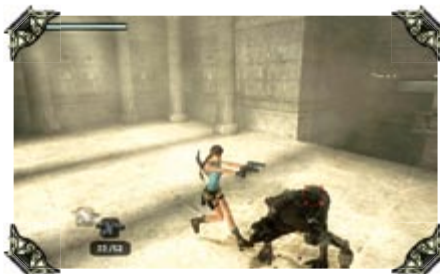


Whether you obtained the Artifact or not, you must turn left on the stone platform section, leap to the horizontal pole, and swing to the exit balcony.

The ramp doorway leads back to the central obelisk chamber, but before you head there, check behind the left pillar to discover a good quantity of health.



You obtained the Large Medipack!



Run up the ramp, with your powerful pistols or shotgun pointing right. You reach an airy high chamber, with a cat mummy waiting to pounce. Defeat it.



It's time to escape to the obelisk room. Locate the corridor with the shallow pit, leap to the pole, swing to a second, and off again to a scarab weight. Vault up to a

stone ledge lip, then shimmy left and leap to the remaining steps, and exit.



If you're after some more health and bullets, drop down instead of grabbing the poles, run left around the corner, and grab the two items at the end of the pit. When

you're done, use the ladder under the poles to escape, and start the pole leaping.

You obtained the
Small Medipack!

You obtained the
shotgun ammo!

LOWERING THE DRAWBRIDGE



Once up the steps, turn left and look for the double wall slamming trap. Dash through both wall sections as the first one opens. Turn right and jump over the vertical wall trap;

if you don't leap, you'll fall into the groove the lower wall trap section ascends from.



You emerge on a high balcony overlooking the central obelisk. To your left, across the chasm, is a barred doorway. To your right is a similarly-sized balcony with a wall switch. Turn right, jump to the small stone lip, and vault up. Shimmy left to the gap, along the upper stone sections, jump the gap, shimmy to the corner, drop down, and then turn to leap and grab a pole. Swing onto the balcony and pull the lever.

TASK 5: REVEAL A GIANT STAIRCASE

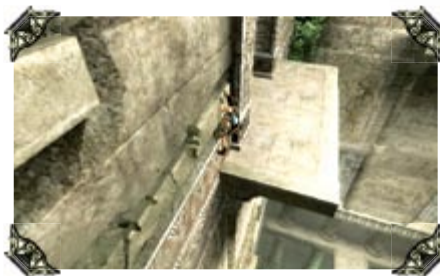
AVOIDING THE CIRCULAR BLADES

The lever activates a second drawbridge below and removes the bars from the doorway opposite. Retrace your steps by swinging off the pole to the wall ledges, and shimmy right to the doorway you entered from. Then leap and grab the ledge lip on the right wall.



OBELISK OF KHAMOON

Tasks 4 and 5



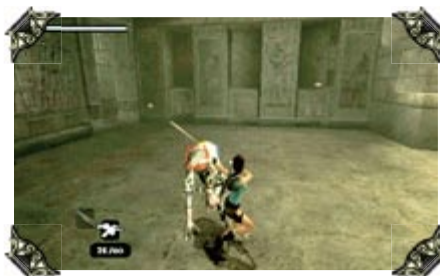
This ledge runs around the corner, to the jutting balcony you're heading to. However, two sections of this ledge are loose and will fall if you hang onto them. Fortunately, you can shimmy quickly (▲) and pass the loose portions before they fall.



Enter the doorway and turn left. You're greeted by two horizontal slits in the wall, out of which a spinning blade retracts and protrudes on each side. Wait for the blades to part, and run through the middle. Turn left at the next corner. Two more blades are rotating, and they can deeply wound you if you touch them. They are on either side of a pit with a pole across. As the blades retract, leap and grab the pole, and swing to the other side.

DESCEND THE GIANT STAIRCASE CHAMBER

You reach the top of another large, vertical chamber. Across is an exit balcony you can't reach. There are wall rings and ledges on the walls, but it's the long slide in front of you that's of particular interest. Jump and slide down this slope.



At the end of the first slide, you drop down in the corner and slide to the base of this structure. Bring out a powerful weapon as you land, and look right. Tackle the

lolling cat mummy before it rips into you.



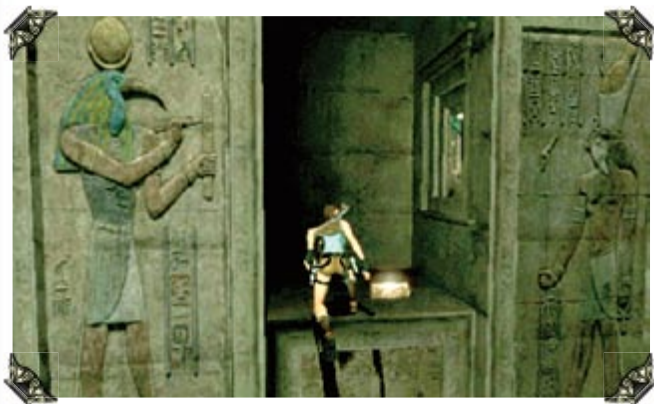
The corner opposite where you landed has a U-shaped alcove. When the coast is clear, step behind the pillar and secure some health. Then return to the landing spot from the main slope, check the floor here (picture #2), and take the shotgun shells.



You obtained the Small Medipack!



You obtained the shotgun ammo!



There are two barred-off areas across the room; one has a health pack and block behind it, and the other is larger, with a corridor leading away. Ignore these for the moment and leap into the alcove containing a small health pack and a lever. Pull the lever.



You obtained the Small Medipack!

The whole chamber shakes as the slope retracts into the wall, revealing a set of huge steps running up to the entrance you came from.

TASK 6: LOCATE KHAMOON'S SECOND ARTIFACT

ASCENDING THE GIANT STAIRCASE CHAMBER



NOTE

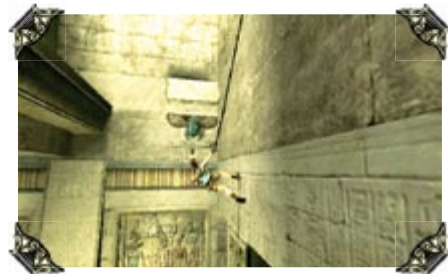
The bars on the small alcove opening and the larger doorway have both retracted. Investigate the smaller alcove first.

Run to the unlocked alcove. Pull the block out of the alcove, so it rests just outside the alcove entrance. There is health behind the carved block.



You obtained the Small Medipack!

Climb onto the block and vault up two protruding stone sections, so you're under a T-shaped platform above you. Shimmy left, leap along the wall, and wall run up to the scarab weight.



Leap from the grapple rope and grab the scarab weight, quickly vault to the stone lip above, shimmy left, and leap to the T-shaped platform. Turn left and run onto the main part of the platform itself.

Check out the two giant steps behind you. Both contain an item to grab, and if you look up, you'll see a step missing, and a top step; this is the location of the next Artifact. You can't reach it currently.

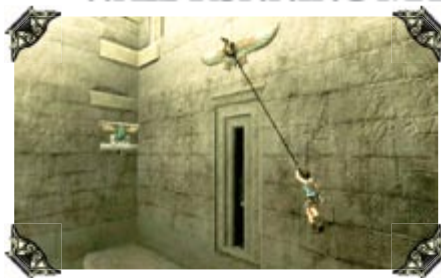


You obtained the 50 caliber pistol ammo!



You obtained the Small Medipack!

WALL RUNNING MARATHON



Now comes the trickier part of this ascension. Drop down to the platform, run right and vault up two stone lips, and turn. Leap out, wall run across the chamber, avoiding

a blade in the vertical slit, and jump to the scarab weight. Quickly vault up to the ledge lip.



From the ledge lip just above the scarab weight, turn and watch another blade pass in and out of the large wall slit. Leap left as the blade retracts, and wall run left, then right again, avoiding the blade twice, and leaping to grab the small L-shaped ledge lip in the corner, above where you started this maneuver.



The next crazy wall run involves you vaulting up to the ledge lip above the one you just grabbed and looking back. This wall has two slits with blades in them. As the right-side blade begins to retract, leap and grapple the winged wall ring, wall run over the right blade (make sure it's retracted!), and jump, grabbing the edge of the giant stone step in the corner.



Vault up to the top step and turn right. You still can't reach the upper entrance or exit, so drop down two steps, and then grapple the wall ring (picture #1). This is the correct height to

wall run; otherwise you won't line yourself up with the next leap. Jump as you reach the corner, grappling another ring (picture #2) on the next wall. From here, you can reach a corner platform, or stop and rappel down. When you run out of rope, swing gently to the right to land on the platform.

OBELISK OF KHAMOON

Tasks 6 and 7

You obtained the
Artifact! (2 of 4)



Also use this route to go from the upper entrance to the upper exit. However, you only need to do this once (see below) when following this path.

TIME TRIAL TACTICS

Ignore the rappelling plan if you're pressed for time, and continue to the upper exit, directly above you.

TASK 7: LOCATE THE SEAL OF ANUBIS AND THE ANKH OF ISIS FROM THE CENTRAL OBELISK

LOWERING THE THIRD DRAWBRIDGE

Continue the wall run and jump right, grabbing the lip of the tiny corner platform and pulling yourself onto it. Vault up the lips twice, then look left, and jump to the exit balcony.



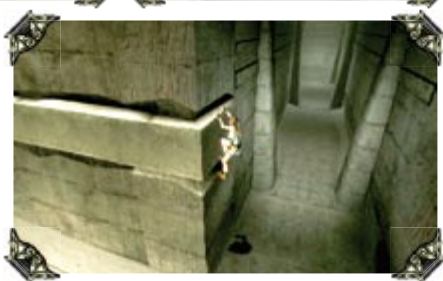
If you're having trouble reaching this (or any other) ledge, vary the height of the rope when you wall run, or move back and forth for a little extra speed. Your take-off height before you grapple can also make a difference.



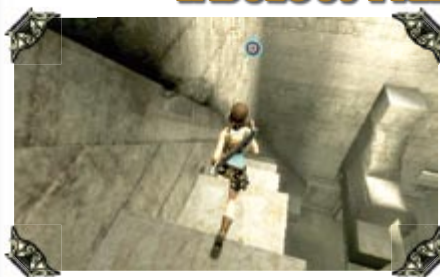
x4



There are two exits: the one you're on, and another accessed via a ceiling ring. Ignore the latter for the moment, and dash down the connecting corridor, all the way to an upper balcony overlooking the central obelisk. Grab the handle on the left wall and pull it. A drawbridge lowers below, and an open doorway opposite you is revealed. Return to the giant staircase chamber. Throw your grapple at the ceiling ring (picture #2) and swing across to the protruding lip opposite. You need three strong swings before you jump. Grab it, shimmy right, around the corner (picture #3), and drop down to the upper entrance.

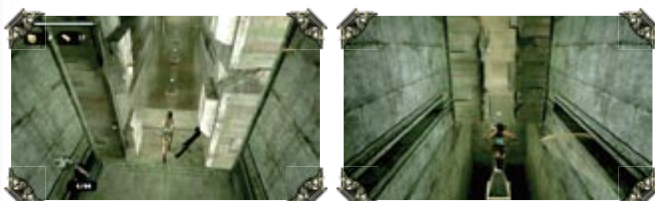


FEARSOME TRAPS LEAD TO FABULOUS PRIZES



Stop! Don't exit via the upper doorway you're standing by. Instead, enter the lower doorway you haven't investigated yet. Drop down the huge stairs, all the

way to the base of the chamber, and run through this lower doorway.

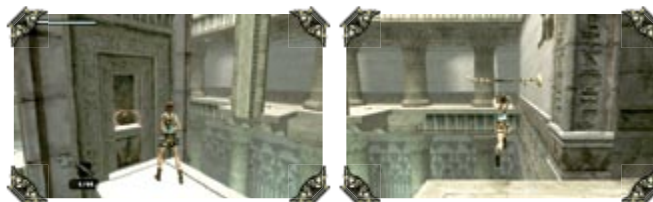


Turn left and halt immediately. A wall trap and a bottomless pit lie ahead of you. Step through the wall trap when the two sides retract, then immediately leap on the first of three post points. As two wall blades begin to retract, jump to the middle point, and then leap to the third as the wall slabs begin to move back. Quickly balance yourself and jump to the ground ahead.

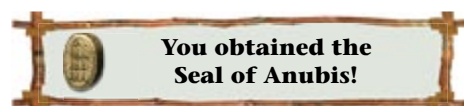


This is a tricky series of maneuvers, and it may take multiple attempts to complete. Line yourself up so you're jumping in a straight line to minimize wobbling and be mindful of your timing.

Once on the other side of this horrific trap, turn right and you'll reach a drawbridge on the lower part of the central obelisk chamber. Bend down to collect the small health pouch.



Now stride across the drawbridge you lowered earlier, and take the Seal of Anubis. Take it from the obelisk alcove and move to the balcony behind you. Turn and check out the left section of the room. Two poles protrude under a picture of Anubis (the black jackal). Jump and swing across.



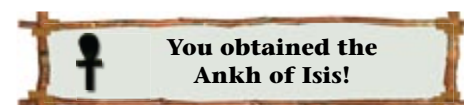
ANKHS FOR THE MEMORIES

You land on a balcony with four large columns, overlooking a raised drawbridge. This is the last one you must activate, but you haven't found the lever yet. Take the small health in the middle of the balcony.



Run to the right end of the balcony, where there are two more horizontal poles to swing across, along the wall marked with the scarab beetle.

Turn left, walk onto another newly descended drawbridge, and claim the Ankh of Isis from the obelisk alcove.



TASK 8: LOCATE THE THIRD OF KHAMOON'S ARTIFACTS

FIENDISH TRAPS, FRAUGHT WITH TERROR!

Turn and face away from the obelisk, and move through the open doorway. Turn, and watch out! Two blades protrude from the walls. Wait until one is moving toward you, keep to one side, and roll under it, continuing to crouch.



Stand up when you reach the edge of a bottomless pit. Line yourself up and leap to a single post point. Then leap off to the other side.



Pass through the two vertical wall slabs when they retract, and stop at another bottomless pit. As the two slabs are about to part, jump to the post point, landing just

as the slabs open, then leap to the other side.

CHAMBER OF ANUBIS: HEADING UP TO THE SUN



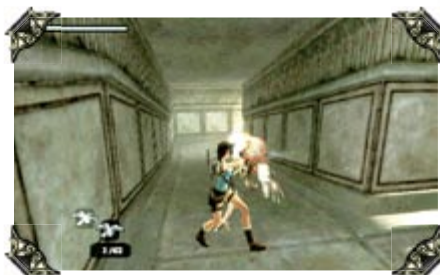
Turn left, and climb the few stone steps to the corner. Turn, and jump to the stone lip, vault up to another, then look back, and grab a large bronze ring weight. This activates two blades in the horizontal wall cracks to your right, but it also allows you to make a long leap (when the blades have passed) to a short stone lip.

TIME TRIAL TACTICS

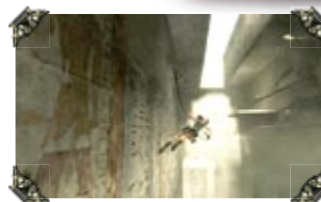
If you're attempting a commendable time, ignore this section of the room, and concentrate on dropping to the ground below, via the ledges and slide to your left, as you enter. See "Descending to Anubis."

OBELISK OF KHAMOON

Task 8



Dangle from the lip, then jump to the long lip just under the blade crack, and shimmy right, following the blade to the platform, then quickly climbing onto it. Run to the sloping passage, and slay a cat mummy here.



Investigate the ramped passage in a moment, but for now, turn to the brightly lit wall behind you, and jump up to the stone ledge lip, when the blade has spun to the left. Vault to the upper lip, turn, and then jump to a high platform. Turn right, and locate the wall ring on the high part of the left wall, and grapple up, then wall run across.



You have a choice of leaping spots. First, jump forward, and land on the opposite platform in the corner, where you can grab some health and shotgun shells.

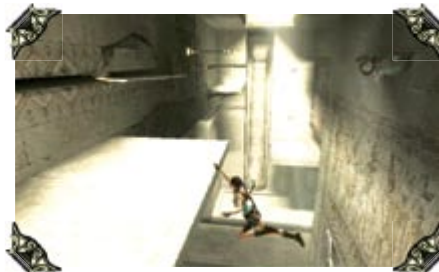


You obtained the Large Medipack!



You obtained the shotgun ammo!

Return to the wall running, and gain enough height (lengthen the rope if you need to), to let go and jump to a higher platform still, to the side of the chamber on the opposite wall.

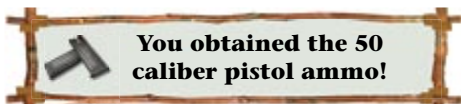


x2



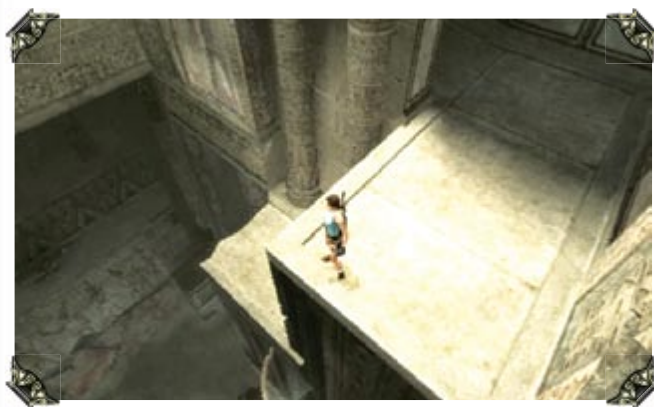


Climb onto the platform, and duck to avoid the blades. Edge to the right, stand and leap to the ledge lip on your right, and hang from it. Shimmy right, quickly jumping to a pole before the blade slices you. Jump off the pole, onto a final platform, and crouch to avoid another wall blade. Shuffle forward to claim the bullets and Artifact resting here. Jump to the platform across and below, then back to the ledge lips and head down the ramped passage.



TASK 9: CLAIM THE FOURTH OF KHAMOON'S ARTIFACTS

PATH 1: THE LONGEST DROP



Run to the end of the ramped passage, and step out into the open chamber. Below is a wall with blades spinning both horizontally and vertically. If you drop to the lower ledge, you can see a hole in this structure, which is above a statue of Anubis.



Move to the left edge of the exit platform, and dangle from it. You can vertically drop to the lower ledge lip. Look down, and you'll see another lip at the base of this overhanging structure. Drop down to this (picture #2), and recover from the fall with ▲. Cling on, or you'll drop into combat with three cat mummies!

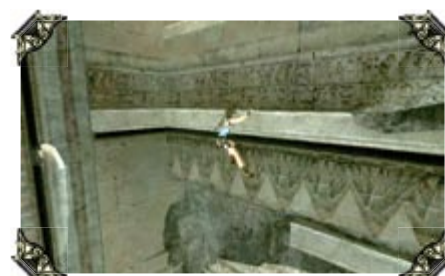
From here, shimmy around the corner to the left, and inspect the opening above the Anubis statue. Inside is your final Artifact! Take it, and dangle from the lip, then drop down, or stand and leap out to the corner block, and shoot all the cat mummies from this safe point.



You obtained the Artifact! (4 of 4)

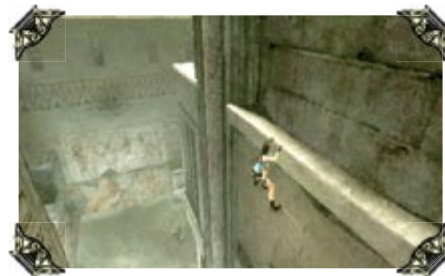
PATH 2: FROM THE EXIT DOOR

After you secure this chamber, or when you return from lowering the last drawbridge, you can reach the fourth Artifact by turning right and leaping to the small corner platform, then up to a very long hanging lip.



Shimmy left, but avoid the spinning blade, dropping down to a lower ledge lip before you're struck. Continue heading left, then leap up to the continuation

of the upper lip, moving to the overhang above the Anubis statue.



Climb up onto the small alcove with the single step in the corner, and leap to the long ledge lip. If you shimmy left, you can laterally jump at the far left end, and join the last

part of path 1, then claim the Artifact this way.

DESCENDING TO ANUBIS

If you're ignoring the Artifacts here, head up to the second step from the entrance, and dangle off the side of it, as shown. Drop to the square stone platform below.



Dangle off this platform's right side, and drop to grab the consecutive stone ledge lips until you reach the floor section. Run to the edge; you can slay all the cat mummies from here without being hurt.



When you're done, drop off the side of the floor promontory, and slide down. Before you reach the ground, you can optionally jump, fire your grapple, and wall run to a corner platform just left of the fourth Artifact's location. You can slay cat mummies from here without fear. Or, simply drop to the ground and use your gun-playing prowess and dodging to get the job done (picture #2)!

When the area is free from undead felines, quickly inspect the craftsmanship of the Anubis statue under the overhang, then vault up the three stone lips to the exit doorway.



TASK 10: LOWER THE FINAL DRAWBRIDGE

NAVIGATING THE FEARSOME TRAP ALLEY



CAUTION

This section features some of the most difficult maneuvers you'll ever make! Take your time when figuring out the exact timing, and keep practicing!



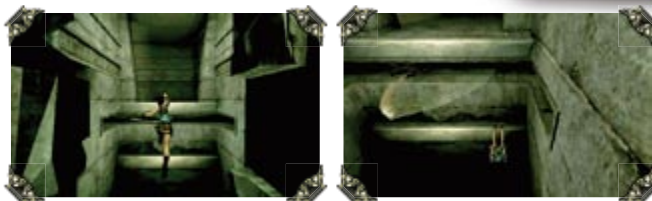
Exit into a winding connecting passage. As you reach a set of blades, stop. Notice that two blades are high (waist height), and two are low (ankle height). Both move back and forth along the wall slits on either side of your path. The trick here is to wait for the high blades to approach you, and dive and roll under them, then stand and immediately leap (or swan dive if you're showing off) over the low blades. Yes, this is possible!

OBELISK OF KHAMOON

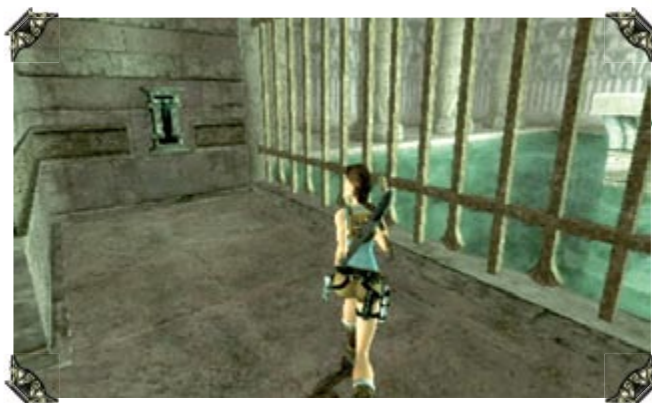
Tasks 9 and 10



This next section is almost as difficult. Approach each puzzle quickly, without delay. Leap to the first pointed post as the two wall slabs are about to part, so you land as they are still retracting.



This gives you enough time to immediately leap to the middle point, the far point, and to the lower ledge lip at the far end, before the other two sets of wall slabs crush you. Line yourself up perfectly so you don't lose your balance, although you can still regain it once and make the jumps. Hang from the ledge lip (picture #2), shimmying to the right, then leap up and out of this pit as the rotating blade moves left.



Turn left, then left again, and you'll reach a barred area overlooking the grounds of the central obelisk. Pull down the lever, and the final drawbridge slots into place!



TASK 11: CLAIM THE SCARAB OF OSIRIS FROM THE CENTRAL OBELISK

TRAP ALLEY: THE RETURN



With a sense of dread, you realize you need to retrace your steps! Head back to the terrifying trap alley, leaping to the initial post just as the slabs part. Wait a split second, and jump to the middle point (picture #2) just as these slabs are parting. Then land on the third point, and jump immediately to the safer ground.



Run to the rotating blades and prepare for some pinpoint maneuvering, essentially performing the technique you used the first time you navigated here, but in reverse. When the lower blades approach, quickly jump over them, then roll into a crouch, moving forward all the time, and escape these nasty blades, back to the Anubis chamber.



You can now attempt to secure both the Artifacts if you haven't already, although doing this on the way to the last drawbridge lever is preferable.



Drop to the ground level, run and diagonally leap, climbing to the platform in the corner. Turn left, and leap, then grapple hook the ring, and wall run back and forth. You must gain this much height before jumping to land above the sloping ground. Then use the platforms and ledges under the entrance to escape.



The traps don't end yet! You must negotiate a single point post and wall slab trap. By now, you should know to leap just before the walls retract, then again to the other side. Leap over the groove in the vertical wall trap (picture #1), then

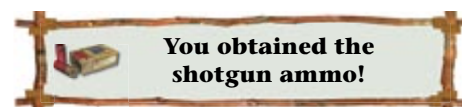
jump to the single point when the side blades retract, and off again to grab the passageway floor ledge. Finally, stay to one side and roll under the final rotating blades (picture #2) on your way out.



You arrive, almost in one piece, at the central obelisk chamber. Stoop and grab the health that wasn't there previously, and then turn left.



Swing across the two horizontal poles, to the balcony overlooking your newly activated drawbridge. Stoop to grab the shotgun ammunition by the second column.



Run around to the drawbridge, and to the final small alcove in the obelisk, holding your final trinket. Now that all four items are yours, the underwater grating opens!

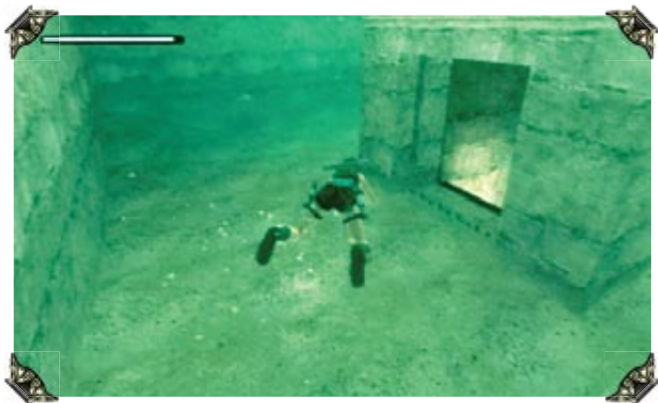


Did the underwater grating not open? It means you forgot to collect a trinket from the other obelisk alcoves. However, you can swing to each drawbridge from this location, or drop to the water and use the ladder to reach the initial drawbridge.



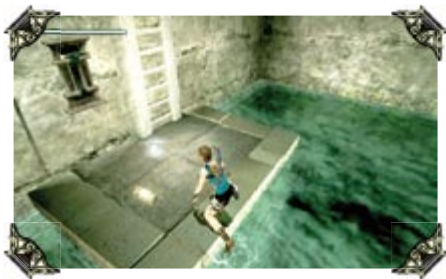
TASK 12: ENTER THE SANCTUARY OF THE SCION

RETURN TO THE HALLWAY OF GUARDIANS



Turn left from the balcony you're on, and swan dive into the water below. Quickly turn right, and you'll spot the open grating immediately. Swim into it, and down into an underwater conduit.

Surface in a small underground antechamber, with a stone ledge to haul yourself onto. The ledge contains health, SMG ammo, and a lever. Pull the lever, and a statue rumbles out from above you, revealing a path!



You obtained the Small Medipack!

You obtained the mini SMG ammo!



Climb the ladder quickly using **▲** and exit onto the familiar stone floor of the hallway of guardians. Turn right and vacate this chamber, heading toward the sphinx courtyard you visited in a previous level. Before you turn left and run through the connecting corridor, check the panther pen to your right, where a small health pack awaits.

OBELISK OF KHAMOON

Tasks 11 and 12



You obtained the Small Medipack!

THE SANCTUARY DOORS OPEN



Wind through the connecting corridor, and head out through the doorway of the sphinx with your guns drawn. Attack the centaur that has appeared, then move directly to the large obelisk in the center. Start with the first side and work counterclockwise, placing the following items into the same-shaped indents on the obelisk itself:



Sphinx side: Insert the Seal of Anubis.



Sanctuary door side: Insert the Eye of Horus.



Broken sphinx side: Insert the Ankh of Isis.



Rubble wall side: Insert the Scarab of Osiris.

You've solved the second puzzle of Khamoon! The gigantic sanctuary doors rumble outward, allowing you access to the deepest catacombs of the God-King Khamoon!



TIME TRIAL TACTICS

Time Trial Time to Beat: 00:18:15

EGYPT

PART 3: SANCTUARY OF THE SCION

SANCTUARY OF THE SCION: OVERVIEW Revelations abound in this inner sanctum, as your task to gain the last section of the Scion takes an unexpected turn! Before you reach this fabled item however, you must enter a gigantic sanctuary complete with a great sphinx—at least four times the size of the ones in the outside courtyard. Of course, the entrance at the foot of the sphinx is locked. It requires two Ankh Keys, both of which are on pedestals in two separate but similar chambers. To reach them you must create a light pyramid from the tips of five obelisks that you must raise and lower out of the water. Once this is complete, you can journey into the deepest reaches of these catacombs, to a gigantic chamber featuring statues of the Egyptian gods Anubis and Horus. Here you'll learn to conquer your vertigo, find the most cunningly hidden Relic yet, and finally reach the inner sanctuary to claim the final puzzle piece!



SANCTUARY OF THE SCION

Task 1

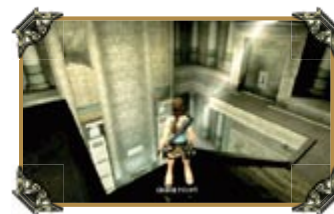




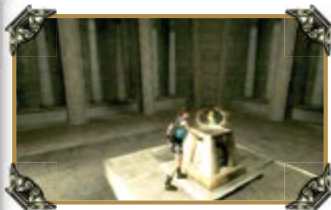
TASKS TO PERFORM



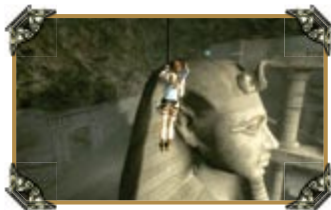
1. Enter the Great Sanctuary Chamber



2. Scale the Sanctuary to the Ankh Room Entrance



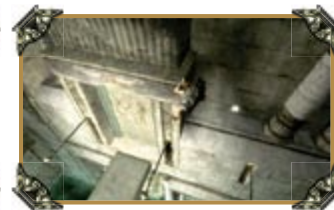
3. Obtain the First Ankh Key



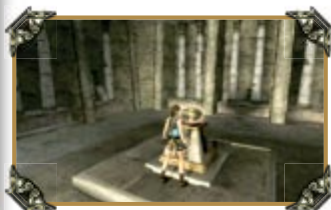
4. Locate the Dual Mini SMGs



5. Explore the Sanctuary to the Second Ankh Room Entrance



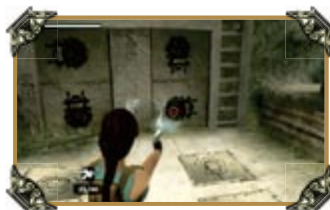
6. Locate the Sanctuary's First Artifact



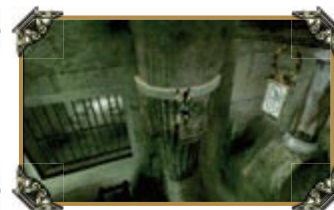
7. Obtain the Second Ankh Key



8. Enter the Giant Sphinx



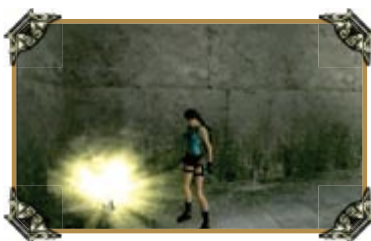
9. Scale Anubis and Solve His Puzzle



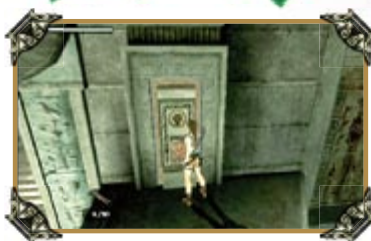
10. Open the Secret Gate to the Fabled Relic



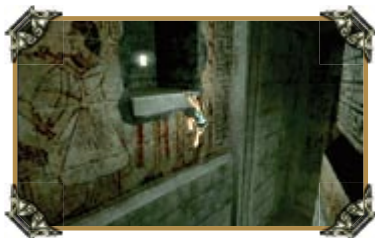
11. Ascending Anubis and Horus



12. Obtain the Hidden Sanctuary Relic



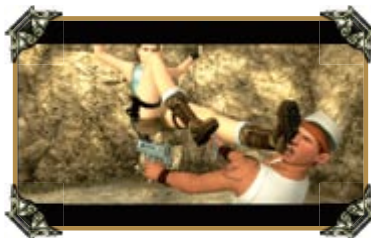
13. Release the Gate's Bars: Part 1



14. Locate the Second Sanctuary Artifact



15. Release the Gate's Bars: Part 2



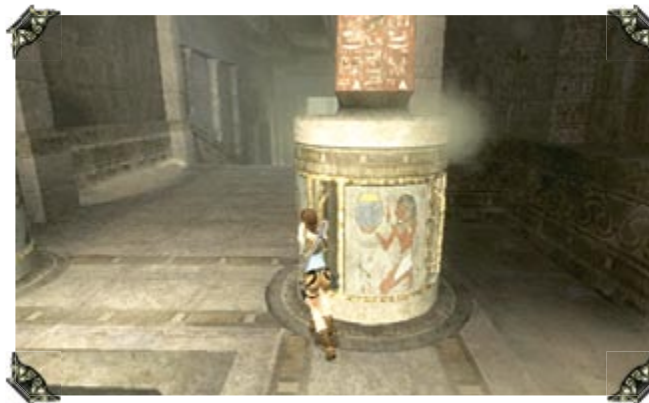
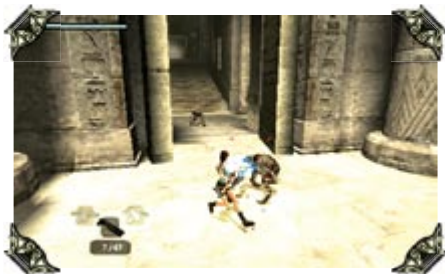
16. Boss Battle! Natla's Henchmen



TASK 1: ENTER THE GREAT SANCTUARY CHAMBER

COMPLETING THE PILLAR PUZZLE

The giant sanctuary entrance doors have swung open, so approach the steps inside, then back up as two cat mummies bound down to greet you. Produce the shotgun, and destroy them both, ideally in the sphinx courtyard for the additional room.



This puzzle could last hours or be solved in seconds. Move immediately to the near left cylinder, and turn it twice, rotating it 180 degrees, so the vase faces the far left cylinder, and the ankh faces the near right cylinder.



Run to the top of the stairs now that you've dealt with the sanctuary's welcoming committee. Ahead are four circular slabs, each with four painted Egyptians on them. Each Egyptian holds a different object: ankh, vase, tent, or statue. The walls around you hold the clue: two identical paintings must face each other. The problem is that every time you rotate a cylindrical slab, the two adjacent slabs also rotate!



Run diagonally across to the far right cylinder (which is the only one that hasn't moved yet), and rotate this 180 degrees, so the tents face the near right cylinder, and the statue faces the far left cylinder. A central stone pillar rises from the ground!



The paintings facing each other don't need to match the wall art. So the two slabs near the Egyptians holding the vases don't have to have vases in their hands, just two identical objects.



Before you ascend, turn and locate the small health pack behind the far right cylinder.

You obtained the Small Medipack!

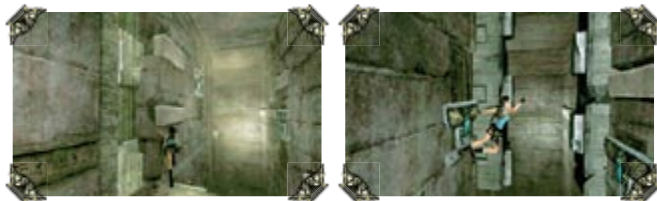


Then turn and rummage behind the far left cylinder for some shotgun ammunition.

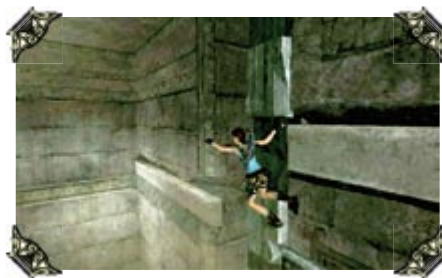
You obtained the shotgun ammo!

EMERGING FROM THE TRAPPED CONNECTING CORRIDOR

Clamber onto the pillar, vaulting to the hole in the ceiling, and continuing to vault up the ledge lips until your back is to the stone ladder. Turn and leap to it, then quickly scale the ladder to the corridor above.



Run down the corridor and turn left. Ahead is another series of nasty traps, although these are easy compared to the fiendish trap alley earlier! As the two wall slabs part, jump ahead and left slightly, to the small stone jutting out, and immediately to the ledge lip on the left wall. If you're too late, you'll be squished. Then vault to the upper lip and edge right. Laterally jump to the scarab weight, then turn and jump to the second scarab weight (picture #2) opposite, before the weight descends. As you grab the second weight, vault to the ledge at once!



Edge left, and wait until the second set of wall slabs retract, then jump past them, grabbing the continuation of the ledge lip on the right wall, and shimmy left. Turn, and jump the gap. Run down the L-shaped exit corridor.

TASK 2: SCALE THE SANCTUARY TO THE ANKH ROOM ENTRANCE

LOCATE THE CRACKED COLUMNS

You arrive in a massive room with a wall in front of you. This is actually the back of a huge sphinx, a stone guardian with a door at its base. As you move into this chamber, you'll notice items, but unless you want to postpone your progress, grab these when you return.



From the entrance doorway, turn and run left. Look along the edge of the floor for a ladder down the side of the sphinx, and descend. Drop the last few rungs, turn, and run along the side of the sphinx. Drop down in front of it by its paw.

Before you continue, optionally look to the left. There's some rocky rubble on the other side of a square ground indent. Run around the rubble, to a small alcove, and grab some health.



You obtained the Large Medipack!

Now head up the stairs opposite the sphinx's paws, and climb the ladder in the middle. Turn left at the top.



NOTE

You could also make a right turn, as both ankh rooms are accessible right now.



Laterally leap left to the ledge and shimmy to the other end. Make a long jump across and land on a section of collapsed stairs, then leap the gap, climb the stones, and reach the chamber's far corner. Turn so you can see the great sphinx ahead and left of you, then slide down the sloping stone. At the base, jump and cling to a wall lip directly ahead; try leaping to the top lip.

Grab the top lip, and pull yourself onto the stone ledge. Run forward, up the shallow ramp, until you reach this column, the last on your left. Turn and check it out.



SANCTUARY OF THE SCION



Task 2

ENTERING THE ANKH ROOM



Grab the crack in the column, and vault to the upper crack. Shimmy right until you spot a crack higher up, and vault to that. Edge around to the right again until you can turn and face the column behind you. Jump to it.



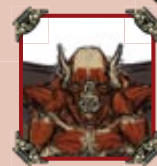
Grab the crack in the middle column, and rotate around it to the other side. Turn and jump to the third column. Shimmy left until you spot a crack opening above you. Leap here, turn around, and jump to the ledge lips on the outer wall. Grab the lip and then vault vertically four times, until you reach the top section the columns are holding. Turn and jump, and clamber onto the top of the structure.



As you reach the stone top of the structure, draw your powerful pistols, and begin to blast two flapping beasts that are swooping in and firing their energy balls at you. As they close, quickly flick to the shotgun, and blast away while circling them. Don't jump unless you're completely sure of your footing. You may leap off the structure!

BAT DEMON

A fearsome creature, usually attacking as part of a duo, the bat demon fires an energy ball with the same damaging explosive power as the cat mummy's orb. It can also grab you, forcing you to shake loose, and charge you with a powerful ramming attack. React with the shotgun, blasting it four or five times in quick succession as it closes, and concentrate on blasting one at a time.





After combat is over, turn and walk to the other end of the stone flooring section. Have the exterior wall to your right. Look for two horizontal poles, and slide down

the small sloping section of floor, leap and swing off both of them, then catch the U-shaped lip and shimmy around that.



Turn and jump to the top of the ankh room entrance. You can simply hang and fall, taking a small amount of damage, or take the extra couple of seconds and leap off the far end of the ledge (as shown) to two lips you can drop from. Then optionally pull the corner lever. A block of stone rises up from the ground, allowing you easy access to and from this entrance in the future. Now enter the ankh room.

TIME TRIAL TACTICS

Drop down from the entrance lip and land on the entrance steps below; you take slightly less damage, and it is quickest. Ignore the lever. There's no need to retrace your steps unless you get lost!

TASK 3: OBTAIN THE FIRST ANKH KEY

DESCENDING TO THE WATER POOL

Head into the entrance corridor, and run until you reach a set of powerful blocks smashing each other, just like the wall traps you encountered earlier. Wait for the nearest one to retract, then swan dive over the gap, and roll out of the way of the other two ramming block sets.



Round the two right corners, and locate another load of block traps. These are more fiendish, with gaps to crouch under at the second and third sets of blocks. Start by jumping normally across the first gap (picture #1), and immediately crouch. The blocks slam above your head. Stand and leap the next gap, then crouch again (picture #2). When the blocks recede, stand, jump the final gap, and keep running!

Escape the blocks, and run into the ceiling entrance of the ankh room. Down some steps is a lever, but don't pull it yet. You must set up the room below, which is partially submerged in a shallow pool.



CAUTION

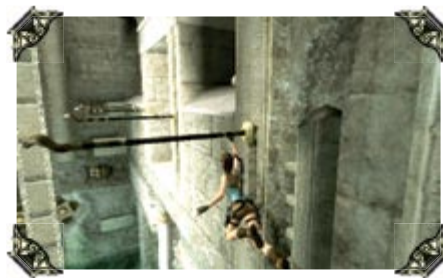
Although you can swan dive for a spectacular pool leap from here, you need to lower some elaborate locking devices, and won't be able to easily reach them without using the wall ladders.



Begin your descent by looking along the left wall, where you see two small ledge lips. Jump to the first one from the entrance flooring, and then to the next. Then

laterally jump to the stone ladder in the corner.

Descend the outer ladder quickly, and when you reach this section of missing ladder, drop vertically. You then cling to the ladder section immediately below you. Continue down.



Stop when you're at the same level (slightly higher is recommended) as a series of horizontal poles to your left. Look and laterally jump to them, and swing across them all, finally leaping

and grabbing a small stone lip in the opposite corner.

ASCENDING THE FIRST TWO OBELISKS

Turn from the small lip and look left. Jump and grab the indent of a long section of carved stone. Quickly vault up to the top edge of the stone, which is now slowly descending thanks to your weight.



Continue to hang from the top of the carved slab until an ornate scarab lock clamps it in place. A counterweight raises an obelisk up from the water behind you. This locks into place. A bridge above you begins to protrude from the middle of one wall.



NOTE

You can unlock any of the scarab clamps by aiming at them with your grapple, and tugging the rope with ▲. This isn't necessary at the moment.



This puzzle isn't quite as straightforward as lowering the four carved stone slabs into the clamps! Drop into the water and swim over to the opposite side of the pool. Locate the submerged obelisk with the stone floor and broken section of stone near it. Step on the stone, leap and grab the carved slab, and vault quickly to the top as it descends. **Don't let this get clamped!** Instead, laterally jump left, to the small stone ledge lip (picture #2).

TIP

Did you clamp this slab? Then unlock the clamps with your grapple hook, wait for the slab to ascend to its original position, and try the climb again.



Wait for the slab to ascend and stop. Now look right, jump back onto the slab, and climb the indents to the top. Then immediately look right, and jump to a stone lip in the middle of the wall.

SANCTUARY OF THE SCION

Task 3



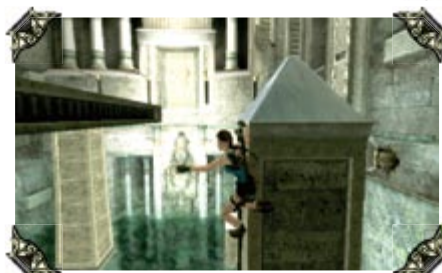
Look right, and laterally jump to the stone slab connected to the obelisk next to the one you were just on. Ride the slab down so it clamps into place. Using the previous slab to reach here is the only way to raise this obelisk.



CAUTION

Stay on this indented slab! Don't drop into the water! If you do, complete the ascension of the last two obelisks in the opposite order.

Turn and leap to the obelisk you just raised. Vault to the top of it, then shimmy left, around the corner, and then laterally jump (as shown) to the walkway; this has extended twice, as you have two erected obelisks.



CLAIMING THE ANKH KEY



Stand on the walkway, and look to your left. On the wall where the walkway is protruding from, there's an impressive painting. Jump and wall run up and right, let go, and cling to the tiny ledge lip in the corner.

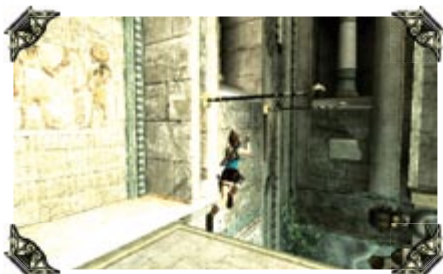


Turn and face right. Leap to the third stone slab, then immediately climb it. Wait at the top until the scarab clamps slot into place, then drop into the water.



Swim to the only obelisk that still hasn't risen from the water: the stone slab you used as a stepping stone earlier. This time, vault to the top of the slab, ride it down so it locks into place, turn and jump to the obelisk, climb it, and shimmy left, onto the fully formed walkway. Although the obelisks and walkway are in place, nothing has happened....

Run to the sealed door opposite the painting you wall ran on, and turn right. Jump to the pole and swing to the next one, then jump off, grabbing the corner ladder.



Ascend the ladder until you reach the missing section, then laterally leap left, to the adjacent ladder, climb that, leap right, climb all the way to the top, then laterally jump across the two ledge lips you used earlier. Land on the entrance flooring, and run down the stairs to pull the lever. A fifth obelisk descends from the roof, forming a light pyramid! The sealed door rumbles open!



with the section of stone you can clamber on, and scale this obelisk, jumping to the walkway.



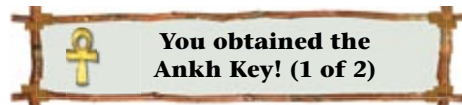
NOTE

The pyramid's beams of light are quite harmless, and nothing happens if you run into them.

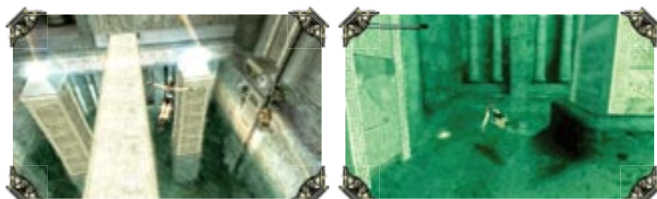
Now that you don't have a complex locking puzzle to solve, you can hang off the left edge of the flooring, and plunge down into the pool. Swim to the obelisk



Turn and look for the open door at the end of the walkway, and run to it with your shotgun at the ready. Inside is a small pedestal with a golden Ankh Key. When you enter the chamber however, the door seals shut, and a cat mummy attempts to pounce on you! Blast it and take evasive maneuvers. When the foe is slain, move to the Ankh Key and grab it. The door rumbles open, and so does a gate!



You obtained the Ankh Key! (1 of 2)



This gate is on the opposite side of the walkway, at the water's edge. Run along the walkway, and swan dive into the pool (picture #1). You may wish to dive from the left side of the walkway, as there's a small health pack underwater, to the side of the far left obelisk, near the perimeter left wall. Swim down and grab it before you leave via the gate.



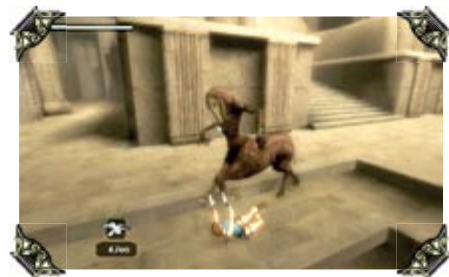
You obtained the Small Medipack!



TASK 4: LOCATE THE DUAL MINI SMGS

A HEAD FOR HEIGHTS

Exit via the lower gate, and move through the connecting corridor without any difficulties. You emerge from a low exit to the side of the sphinx. Bring out your powerful pistols, and turn left, heading to the front of the sphinx, and engage the centaur.



With the centaur defeated, move to the ladder opposite the sphinx, and climb up it. Instead of heading left at the top, turn and jump to the partially broken

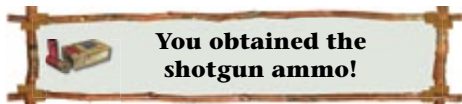
ledge lip on the right. Shimmy and jump to the two poles, and land on the half-demolished steps.

The path continues around to the right, but this ends in a gap that's too wide to leap. Instead, move to and quickly ascend the stone ladder embedded in the corner.

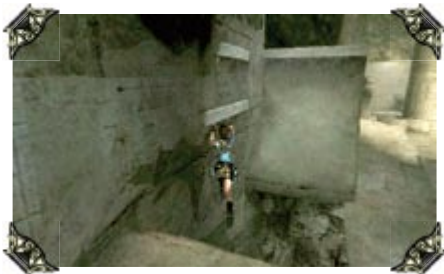


If time isn't a factor, turn left at the top of the ladder, then leap to the rocky two-stepped platform above the horizontal poles you just swung on. Pick up

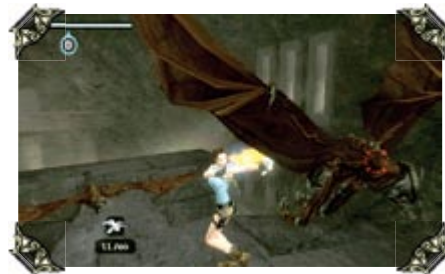
shotgun shells and health from this vantage point.



Run right from the top of the ladder, along the perimeter of this sanctuary chamber, until you reach the gap you couldn't cross below. At this level however, there are two ledge lips to your left. Jump and grab them, then shimmy and leap to the other side.



Drop down to a lower balcony overlooking the sphinx, with two columns at each corner. Run right, and climb on the column with the rubble at its base. Leap to the crack, and vertically to a second crack. Shimmy right, then vault up twice to the column's uppermost crack, and shimmy right, into the structure's half-broken top (picture #2).



Climb up and onto the flat stone above the columns, but bring your favored weapons out quickly, because two bat demons are firing their long-range energy

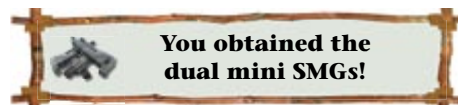
attacks at you. Slay them without falling from this vantage point.

SANCTUARY OF THE SCION

Task 4



Before you continue to the second ankh room, inspect the ceiling around here. Notice a grapple ring. Launch yourself (picture #1) from this point and swing slightly left of the giant sphinx head. Let go, grapple a second ring immediately, then swing back and forth twice, adjusting your direction so you land on the sphinx's head. That glowing object atop the head is a new weapon!



You can hold down fire with this weapon, making for easy and short combat. However, you have little or no ammo currently, so pack this away until you meet some truly worthy adversaries!



Return to the structure you leapt from, atop the two columns, by grappling the ceiling ring, ascending the rope a little, and swinging back there.

TIME TRIAL TACTICS

The dual mini SMGs aren't vital to a quick completion of this stage, so ignore them. Also ignore the wall lever and drop down from the overhang at the second ankh room entrance instead of using the safer wall ledge lips.

TASK 5: EXPLORE THE SANCTUARY TO THE SECOND ANKH ROOM ENTRANCE

A SHORT DESCENT

Once you're back on the columned structure, turn right, and locate two horizontal poles heading to the corner of the sanctuary chamber. Leap and swing along both of them.



You land atop the overhang above the entrance to the second ankh room. Run to the end and jump to two ledge lips, dropping down to a wall lever. Optionally

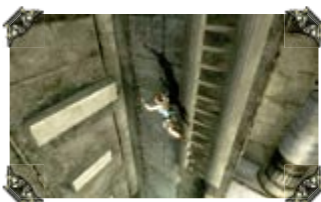
activate the lever, and a section of stone floor rumbles up; you can now enter the second ankh room at any time.



Run into the entrance, and proceed along the connecting corridor. At the right turn, stop for a split second and view two retracting wall traps and a horizontal pole that also protrudes in and out. Timing is the key; wait for the pole to protrude, then wait for the wall slabs to slam, jump as they recede, swing to a second pole, and land on the other side, ignoring the second wall slabs. You have enough time if you're quick. Now run to the top of a second vertical chamber.

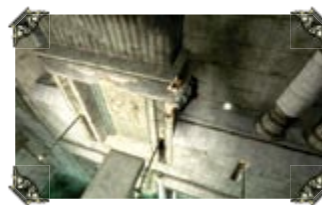
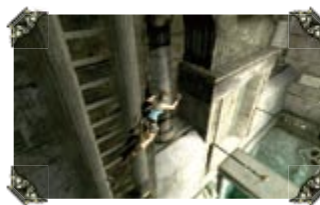
TASK 6: LOCATE THE SANCTUARY'S FIRST ARTIFACT

DESCENDING TO THE POOL BELOW



There's another lever across from you, but ignore the stairs leading to it. You must raise four obelisks as you did in the first ankh chamber. Leap across the two small ledge lips, to the outer ladder, then descend until the ladder wall breaks up. Jump right, cling to the inner ladder, then descend again.

At the bottom of the ladder, look left, and jump to the two stone ledge lips in the corner if you don't want to claim the Artifact.



If you want the Artifact, turn right at the base of the ladder, and jump to the lip of the door surround, and hang from it. Shimmy across to the right, and around the corner, to a tiny alcove just above the horizontal poles. Land on the flat section or you'll slide into the water below! Take the Artifact here, and retrace your steps.

You obtained the
Artifact! (1 of 2)

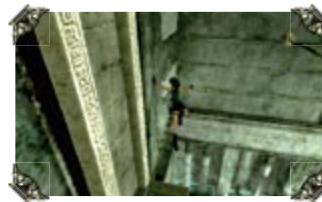
TASK 7: OBTAIN THE SECOND ANKH KEY

ASCENDING THE OBELISKS

Vault to the topmost ledge lip, and turn left. Jump and grab the top indent of the stone slab, and ride the contraption down as the first obelisk rises from the pool. Don't worry if you fall, because you can do this later, too.



The other three obelisks are slightly more difficult to raise. Drop into the water, swim to the locked gate at the other end of the chamber, and climb onto the flat stone. Run and leap onto the point sticking out of the water, and then to the two wall ledge lips. Turn and jump left, and climb the next carved slab, until it connects.



Jump from the slab to the raised obelisk, and vault to the top of it. If you have two obelisks up, shimmy left and land on the walkway. If not, leap to the small platform above the scarab clamps, turn right, and jump to two ledge lips in the corner, then climb to the top one, turn and leap to the pole, and swing onto the walkway.

Once on the walkway, look for the horizontal pole and jump across to it, then to the ledge lip in the corner. Turn right, jump to a new carved slab, climb it, and slot a third scarab clamp into place.



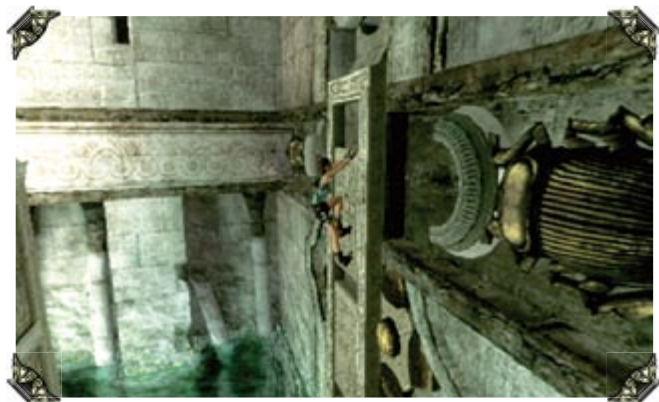
Leap to the newly raised obelisk and climb it, leaping off and onto the walkway. Run to the wall the walkway is protruding from, turn left, and aim your grapple at

the clamp of the obelisk that's next to the almost-submerged point, left of the lower barred gate.



Release the clamps, lowering the obelisk, then use the pole to swing to the ledges right of this clamp. When the slab is back in its original position, laterally jump left

from the ledge lip, climb the slab, shimmy quickly left, and jump (as shown) to the ledge lip in the middle of the wall.



Now jump across to the slab you haven't hung from yet, and climb to the top of it. Then wait for it to descend and the scarab clamp to click into place. Congratulations! Three of the four pyramids are in place!



SANCTUARY OF THE SCION

Tasks 5, 6, and 7

NOTE



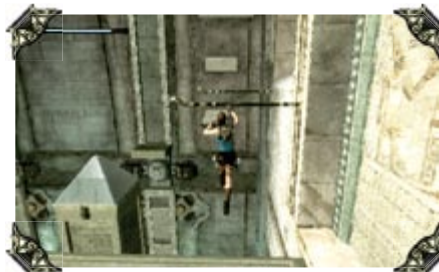
If you haven't lowered the stone slab that's to the left of the sealed doorway, this is the route to take (you should have lowered this from the bottom of the entry ladder earlier, as shown). Instead of waiting and clamping the slab right of the sealed doorway, climb to the top, then shimmy left and leap to the tiny corner ledge lip instead.

Turn and leap to the horizontal pole, which descends if you hang from it, so leap immediately to the three other poles across the room, passing to the left of the sealed door. Grab the ledge at the end, then shimmy left, grab the stone slab, climb it, and wait for it to be clamped in place.



The obelisk you released still has to be clamped into place a second time (or a third if you had to use the four poles to reach the slab left of the doorway). From either obelisk, jump to the walkway and swing on the pole, or use the half-submerged post point in the water to reach the corner ledge lips. Shimmy left, grab and climb the slab, and wait for the clamp to slot into place. Turn and leap to the obelisk, and onto the completed walkway (picture #2).

Run to the sealed door, turn left, and leap the two horizontal poles. Grab the corner ledge lip, and vault up and right to the ladder. Ascend the way you came, leaping to and from both ladders.



Jump across the two small stone ledge lips to the entrance area, and descend the steps. Grab the lever, and pull it down. As expected, a fifth pyramid descends from the ceiling to complete another light pyramid.



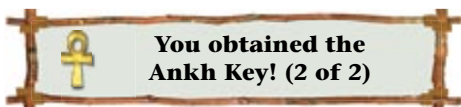
CLAIMING THE SECOND ANKH KEY



Once you've pulled the lever, turn right and swan dive off the edge of the walkway, landing in the water below. Then spin 180 degrees around, climb on the square of stone, and leap to the point sticking out of the water. Climb onto the obelisk nearby, and finally jump to the walkway, running through the light pyramid to the now-open shrine door.



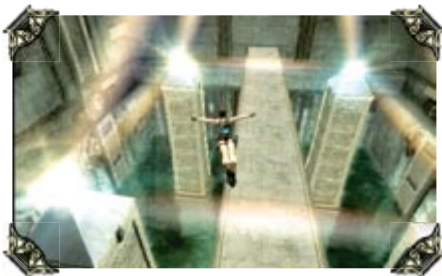
Bring your weapons out as you reach the door, and begin blasting a cat mummy guarding the second Ankh Key. After a short but vicious fight, drop the undead cat, and move to the altar with the key on it. Snag it, and return to the walkway.



TASK 8: ENTER THE GIANT SPHINX

UNLOCKING THE SPHINX

As before, the gate underneath the walkway on the opposite side of the pool chamber has unlocked. Swan dive for show, and swim to the gate, entering it.



Run through the connecting corridor with your shotgun drawn, emerging into the base of the sanctuary chamber by the sphinx's left paw. Start shooting as you arrive because two centaurs are galloping in this area. Draw them into the courtyard in front of the sphinx so you can dodge their swipes and stomps.



Make sure you haven't missed any remaining items you need in this chamber, then run up the steps to the sealed door at the top. To the left and right are ankh-shaped

indentations. Slot the Ankh Keys into the slots (either key can go in either slot), and the door opens!

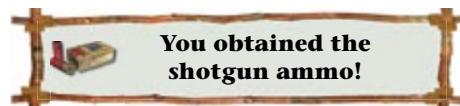
Enter a descending tunnel. Next to you is a large stone ball. You can use this and roll it down the slope, squashing a couple of large rats in the corner. However, it is faster to ignore this ball.



Instead, bring out your regular pistols, and begin to run down the descending passage, aiming at the couple of rats at every corner. They are easy to shoot or avoid.



Continue your rat extermination until you reach the fifth right corner, and take the shotgun shells from the ground in this area.



TASK 9: SCALE ANUBIS AND SOLVE HIS PUZZLE

LOWER THE WATER LEVEL

Eventually, you emerge on a high, small ledge overlooking an incredible sight. Before you take it in, turn left, and secure the small health pack from the area next to the steps.



You obtained the Small Medipack!



Below you are two gargantuan statues of Anubis (on the left), and Horus (on the right). They are underwater; the entire chamber is almost full. Swan dive off the ledge.

When you hit the water, keep diving straight down, then point yourself in the gap between the two statues. Keep descending!



Eventually, you reach a lever at the base of the chamber. Quickly wrench it back, and the water level lowers almost to the ground. Quickly surface!



CLIMBING THE FUNERAL DEITY



Surface and swim forward, turning right and climbing onto the base of the massive Anubis statue. Run over his foot, and up onto the small ledge. Vault and grab the two lips, then turn and leap to the pole, swinging to a semicircular ridge around Anubis' lower leg. Shimmy around (picture #2) to the right.

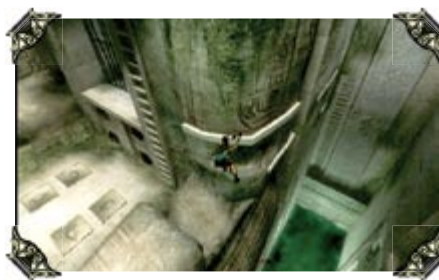
SANCTUARY OF THE SCION

Tasks 8 and 9



At the end of the semicircular ridge, laterally jump along the side wall and grapple the ring, wall running toward the ladder ahead of you. Jump and grab the lip of a tiny ledge above the water lever you just pushed. Climb the ladder, and at the top, jump back to a small stone lip (picture #2). This takes a little practice.

From this small lip, vault up to the longer lip, and shimmy left. At the far end, jump the gap and grab another lip, then vault up to a semicircular ridge. Drop down into Anubis's lap.



RAISING THE WATER LEVEL



The lap of Anubis contains a puzzle, which you should solve before you continue upward and onward. On the floor are four carved scarabs, each pointing in a different direction. It is a simple matter to replicate the directions by firing at the metal scarabs on the wall in front of you. In fact, you can refer to this guide!

Anubis's Scarab Puzzle

Scarab Location	Direction
Top left	←
Top right	↓
Bottom left	↑
Bottom right	→



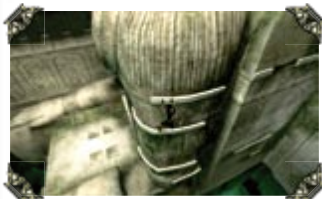
- Use manual aim (press in **[R3]**, then aim) for quick and easy targeting!
- The scarab has a golden head, distinguishing the back end from the front!

When all four scarabs are pointing properly, the gate above slides open. Leap to the alcove behind the recently removed gate, and tug on the lever. The water level rises a little.



TASK 10: OPEN THE SECRET GATE TO THE FABLED RELIC

HEROIC LEAPING TO HORUS



Continue ascending Anubis by heading up the ladder to the right, and leaping to the ridge band, shimmying around Anubis's arm, and vaulting to an upper ridge. Shimmy along the partially broken lip running all the way back to the wall, then turn and jump to the pole, and off to the Horus statue. Turn right, shimmy, and then make a long leap (picture #2) to a sliding emblem piece.

This is a switch, and hanging from it releases a gate just above Horus's feet. Drop into the water, and quickly swim around Horus's leg, and enter the square chamber. Do this quickly because the gate closes after around 10 seconds.



The water-filled inside of Horus holds a stone plaque with four more scarab designs. Surface, climb out of the hole, and stand on Horus's lap. You have a choice of paths:

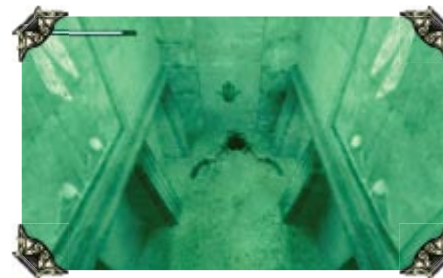


TIME TRIAL TACTICS

- You can now solve the scarab puzzle and continue to climb this statue of Horus: See "Task 11: Ascending Anubis and Horus" later in this section.
- Or, if you have the time to spare, you can unlock the secret gate to Horus's Relic: See "Activating the Gate" below.

ACTIVATING THE GATE

Assuming you want the Relic, ignore the scarab puzzle for the moment, and drop down to the ledge below Horus's lap. There's a block here. Pull it away from the ledge and shove it off the side, into the water.

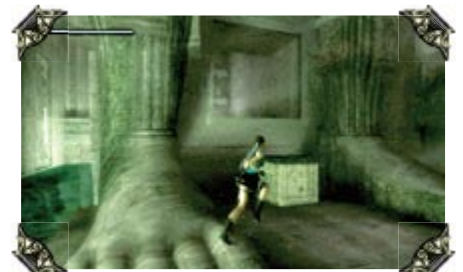


This block was previously inaccessible. Now return to the first lever you pulled in this area, between the two statues. Dive down, and drain the water from the chamber.

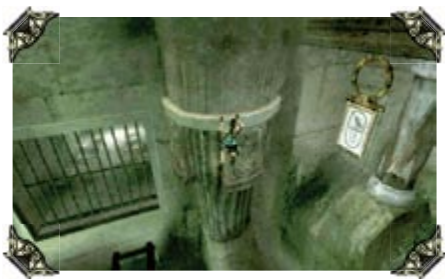


Climb onto Anubis, and work your way up to the first scarab puzzle. You've still solved it, but do *not* pull the lever and raise the water. Make your way up and around Anubis, and onto Horus just like you did earlier, and leap to this wall switch (picture #2) for a second time. Hang from it.

This activates the gate that was previously underwater. However, it isn't anymore! Run over Horus's foot, leap to the block you shoved down from Horus's lap, and into the square hole.



Climb up onto Horus's lap again, and drop down by his giant hand, near the outer wall. Hang from the ridge on his leg, and shimmy around to the right. Jump and hang from the wall switch just by Horus's knee. This opens a gate by the god's head.



NOTE

Now that the secret gate is open, you can't reach Horus's lap and must drop down, scale Anubis again, and pull the lever at the scarab puzzle to raise the water. Then leap back to Horus and solve the second scarab puzzle.

TASK 11: ASCENDING ANUBIS AND HORUS

CONTINUING THE ASCENSION

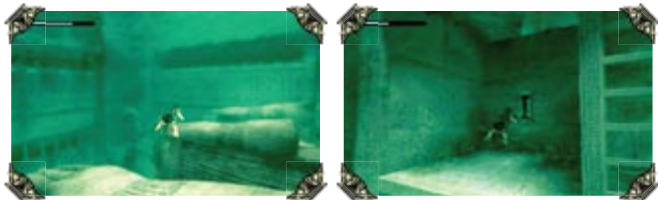


Bring out your regular pistols, and manually aim at the four scarabs under the gate of Horus. As before, you must look at the carved stone, but this one has fallen into Horus's

lap. Either do it from memory or look to the following table, and fire the scarabs so they point in the following directions:

Horus's Scarab Puzzle

Scarab Location	Direction
Top left	↑
Top right	←
Bottom left	→
Bottom right	↓



Clamber into the open alcove, which has a lever like the one in the middle of Anubis. Pull the lever, and the water fills your location. Swim out and between the two statues, back to Anubis. Head for the lever inside Anubis (you can reach this without surfacing), and swim up, into an area above this alcove and lever.

SANCTUARY OF THE SCION



Tasks 10, 11, and 12



Drag yourself up into a small corridor and run right. Leap onto a scarab weight, and vault to the ledge lip above. Turn around and jump to two poles and a lip on the opposite wall.



Shimmy left, and you appear on Anubis's shoulder. The view from here is impressive, but keep going. Look for the ledge lips to the right, on the exterior wall, and vault up them, then shimmy right, climbing up onto the stone floor. You are on top of Anubis!

TASK 12: OBTAIN THE HIDDEN SANCTUARY RELIC

HORUS REVEALS HIS SECRET



Run forward and make a choice. To leave the room, leap left slightly, and hang from the wall switch. To claim the Relic, jump the gap and land on the floor behind Horus.

Run to the far side of Horus, and drop down onto his left shoulder, near the exterior wall. The gated entrance is open (if it isn't, you must lower the water and start again!). Drop into a small antechamber, and grab the glowing object at the far end.



You obtained the Relic:
Horus Idol! (1 of 1)

TASK 13: RELEASE THE GATE'S BARS: PART 1

ENTERING THE CHAMBER OF THE SCION

You have finished your exploration of this chamber. Leap and hang from the central wall switch, which raises the water level all the way to the platform directly above you. Swim and clamber on it, and leave.



NOTE

If you hang from the lever, and the water level doesn't rise, you haven't pulled the lever that's in either Anubis or Horus. Swim down and try again!



Run along the connecting corridor, and bring out your mini SMGs or shotgun. You face a fierce battle. When you enter the chamber of the Scion, two cat mummies and two centaurs enter into view. Back down the corridor and blast the nearest foe. Or, quickly dash behind the pillars inside the room, using them as cover. Concentrate on the cat mummies first if you have a choice, watching out for their energy bolts, which can really hurt. Also, cat mummies can hold onto you, effectively making you prone. Then tackle the centaurs.

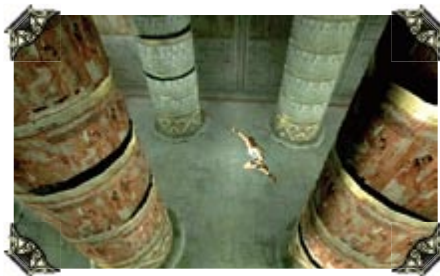
LEAPING THE RIGHT SIDE PILLARS



When the fiends are defeated, heal up and begin the arduous process of reaching the upper key ledges at the far end of the chamber. Run around to the first pillar on your right. Grab the first crack, and vault up to the fourth crack. Then shimmy right.

NOTE

- The names of the pillars are based on viewing the room looking at the Scion ledges and shrine room ahead of you.
- "Inner" pillars are near the middle of the room.
- "Outer" pillars are near the perimeter walls.
- The "first" pillars are near the entrance you came from.
- The "fifth" pillars are near the key ledges.
- Check the map for more information on the route.



Shimmy around so you're facing the next pillar in. Drop down one level, then turn and leap directly to the second inner pillar.

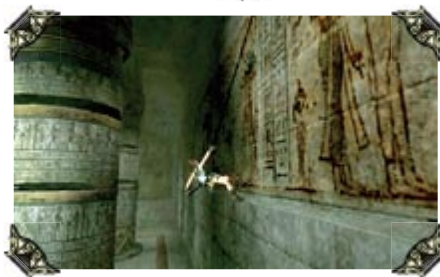
Grab the pillar crack, leap up one level, and shimmy right until your back is to the second outer pillar. Leap to it.



Grab the lowest crack, vault up to the next, and shimmy left. Locate the wall ring on the outer wall, and jump, then grapple to it.

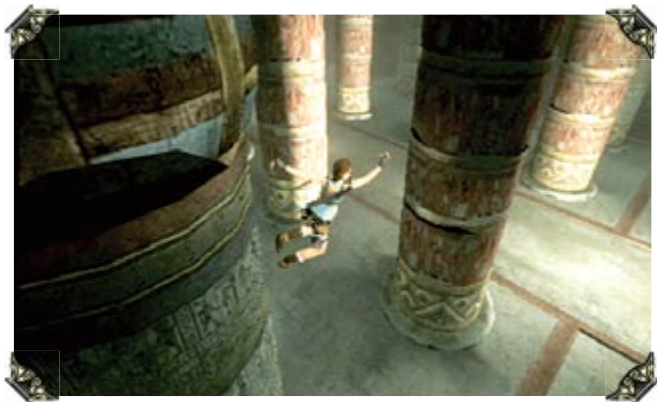


Wall run forward, back, then forward again, and leap left onto the fourth outer pillar. Grab a crack.



Shimmy right 90 degrees around, then vault up, turn, and leap onto the fifth outer pillar.





Shimmy to the end of the crack on this pillar, then vault up, shimmy right to the end of this crack, vault up again, and shimmy right. You're overlooking the fifth inner pillar. Make a long jump and grab the bottom crack with one hand, then both.



Shimmy left, vault up twice, shimmy left to the edge of the crack, and drop down to the crack below. Shimmy right, until your back is to the Scion ledge. Turn and jump.



Grab the base of the ledge, pull yourself up, and place the Scion of Tihocan into the slot. A set of bars slides out from the doorway to your left.

TASK 14: LOCATE THE SECOND SANCTUARY ARTIFACT

LEAPING THE LEFT SIDE PILLARS

Start on the right side, jumping up to the inner first pillar using the same maneuvers as before. Jump to the second inner right pillar, vault up one crack, and shimmy right to this position.

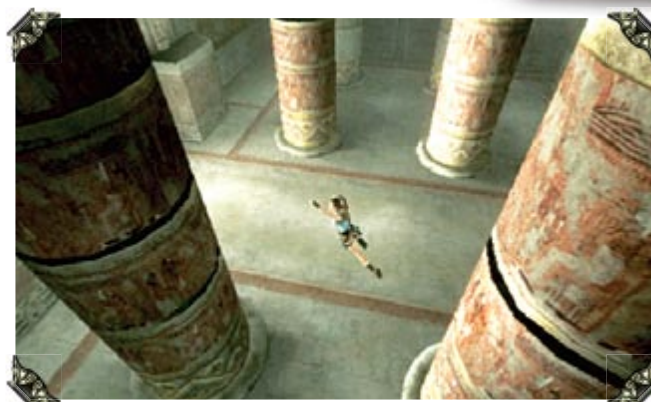


SANCTUARY OF THE SCION

Tasks 13 and 14



Face the middle of the chamber, and make a long jump, grappling the ceiling ring, and swinging out across the chamber. Position your swing so you leap and grab the fourth inner left pillar.

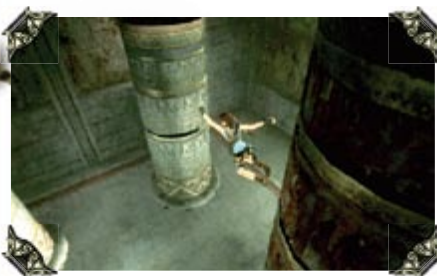


Vault up to the upper crack if you're not already on it, and shimmy left, all the way around to the other side. Turn and jump to the fifth inner pillar.

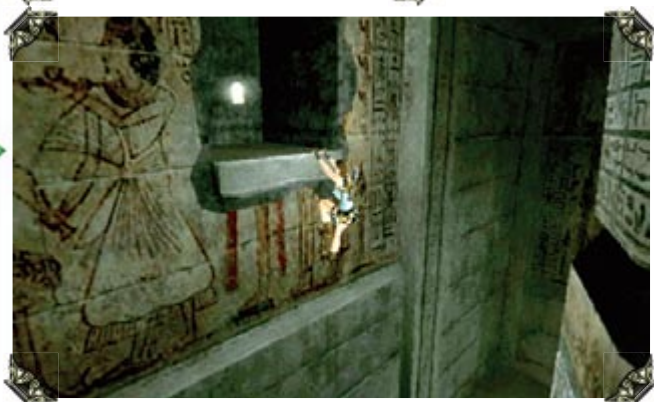
TIME TRIAL TACTICS

If you're after an excellent completion time, shimmy right, around this pillar, and jump to the other Scion ledge.





Vault twice up this pillar, then shimmy left a few feet. You're overlooking the fifth outer pillar. Make a stretching jump and grab the crack.



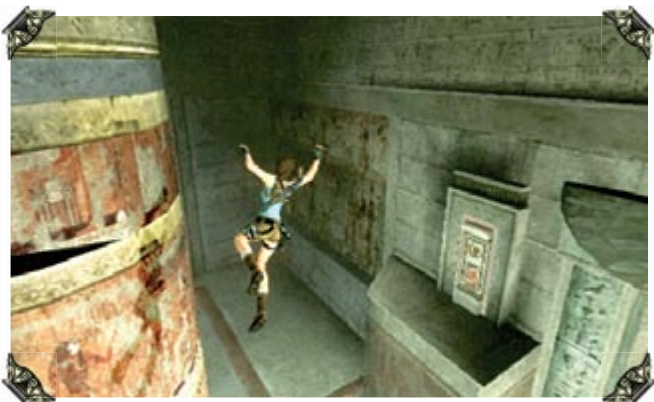
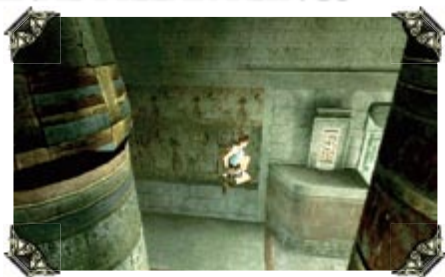
Shimmy left, until you spot an upper crack. Vault to that, shimmy left slightly with your back to an alcove on the outer wall, then jump into the alcove. Grab your prize!

You obtained the
Artifact! (2 of 2)

TASK 15: RELEASE THE GATE'S BARS: PART 2

THE FINAL PILLAR FLINGS

Jump back to the fifth outer pillar, and shimmy around the top of it. Turn and jump to the fifth inner pillar.



Shimmy right, and vault to the topmost crack you can, and edge all the way around to the end of the crack. Make a long stretched jump and grab the lip of the ledge.



Grab the base of the ledge, pull yourself up, and place the Scion of Qualopec into the slot. A set of bars slides out from the doorway to your right.

BOSS BATTLE! NATLA'S HENCHMEN!

NATLA'S TRUE FORM



You step into the sanctuary shrine, and move to the pedestal where the final piece of the Scion is waiting. It glows with an unearthly pallor. You grab the object, and the chamber begins to shake. Quickly escaping through a side entrance, you combine all three Scion pieces...!

You obtained the
Scion of Natla!



You remember a vivid hallucination. Atop an Inca temple, the gods reveal themselves. Qualopec and Tihocan are berating a winged demon for turning their forces against them and usurping their power.



The demon reveals herself. It is Natla! She bombards the other gods with a blast of energy, and you snap out of the trance. She quickly takes the Scion, and leaves you to face her bloodthirsty henchmen!

ACTION EVENT!



You're grabbed by Kold! He's got a knife! Quickly press ▲!



Success! You quickly elbow the thug in the gut, and uppercut him!



Failure! You're stabbed in the side, and fall to the ground in a crumpled leap!



The Kid sprays the ground with gunfire! Hit X right now!



Success! You leap over the gunfire, and plant a boot in that brute's face!



Failure! You're peppered with bullets, and collapse on the ground!



It's Larson! He's attacking you with the butt of his shotgun! Tap ● at once!

SANCTUARY OF THE SCION

Task 15 and
Boss Battle



Success! You quickly duck, and he topples over the top of you!



Failure! You're knocked out with a vicious whip from Larson!



You dive into the water while Natla's forces escape by boat. Quickly retrieving your bike, you follow the boat, eventually leaping and grappling onto the vessel, and quickly stowing away on the ship. Where is it leading you?

TIME TRIAL TACTICS

Time Trial Time to Beat: 00:28:50

LOST CITY

PART 1: NATLA'S MINES

NATLA'S MINES: OVERVIEW Your tomb raiding has taken you to some far-off places, but never uncharted territories such as this! Leaving Natla's boat and swimming into a mountain island, you find yourself inside a mining facility owned by Natla Technologies. You couldn't take your weapons with you, so you must locate new weapons as well as explore. After locating the facility and loading dock, you search for three different-colored fuses; these maneuver a container crane you can use to damage a hut containing your pistols. Then you must ride a train engine with a battering drill at one end, after dealing with one of Natla's goons. Revealing a lava cavern, you must carefully negotiate it, and a small gorge leading to the foot of the Great Pyramid, where Natla appears to reside. After meeting Natla's henchmen for the last time, you must solve the puzzle of the unlocking mechanism to open the Great Pyramid.



NATLA'S MINES

Task 1



TASKS TO PERFORM



1. Enter the Mine Facility



2. Secure and Activate the Red Fuse



3. Locate the First Mine Artifact



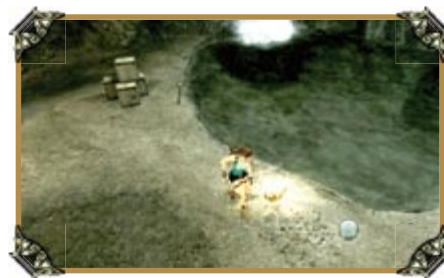
4. Secure and Activate the Green Fuse



5. Secure and Activate the Blue Fuse



6. Locate the Next Artifact



7. Obtain the Relic from Natla's Collection



8. Boss Battle! Defeat Larson!



9. Locate the 50 Caliber Pistols in the Lava Cavern



10. Locate the Next of Natla's Artifacts

TASKS TO PERFORM (CONTINUED)



11. Boss Battle! Natla's Henchmen
(A Reprise)!



12. Obtain Natla's Last Artifact
in the Mines



13. Unlock the Door to
the Great Pyramid

TASK 1: ENTER THE MINE FACILITY

LOCATING THE HIDDEN PATHWAY



You peer out from the hatch as the boat reaches an island well away from shipping routes. You spy an entrance and dive into the water, swimming into a mine entrance.

Swim forward, along the water's surface. Pass an alcove on your left, with crates (you can't reach it at the moment). Swim to the right of the moored boat.



NOTE
You currently have no weaponry of any kind. You must get some firearms!



The ground by the water's edge holds nothing of interest, so instead inspect the waterfall. Swim through it, climb up into a hidden pathway, and run and climb up it.



Follow the pathway as it snakes around and to the left. Continue all the way to an opening that overlooks the moored boat and cargo dock you swam into just now.

TO THE FACILITY ENTRANCE

Run to the right edge of the opening, and jump to a horizontal pole. Swing across to a wall ledge lip on your right, and shimmy left to a second lip. On this lip, turn and jump to a crate suspended by a rope.



NOTE
This crate is heavy; perhaps it contains something valuable.



From the first of two suspended crates, leap across to the second crate, taking care not to fall. It's easy to slip from the crates because they have no lip to give you a small delay when you jump. This second crate allows you to turn right, and jump to the top of some containers, and access a health pack up here.

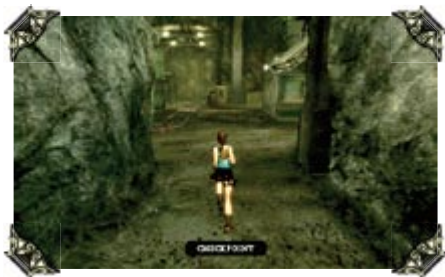


You obtained the Large Medipack!



From the second suspended crate, jump to the dangling rope above the pool and moored boat. Swing back and forth on the rope once to get enough momentum, then leap and grab for the stone ledge lip to the left of the waterfall (picture #2). Grab it with one hand, then press **▲** for a firmer grip.

Shimmy right, then jump through the waterfall, and begin a long run down a connecting corridor. This takes you all the way to an entrance into the facility. It's deathly quiet in here.



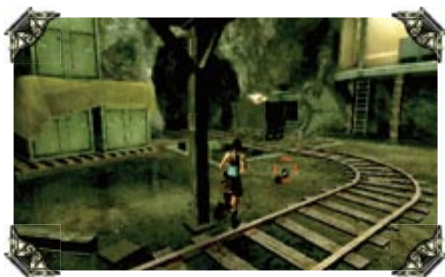
TASK 2: SECURE AND ACTIVATE THE RED FUSE

SEARCHING FOR THE RED FUSE

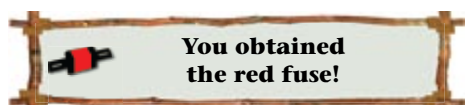


Turn left at the facility entrance. Ahead and right is a control room, used for loading and unloading containers. Ignore this for the moment, because the room has been stripped of fuses, used to activate the crane. Run down the railway tracks, passing the control room on your right, and run around the right bend in the tracks (picture #2).

There are enemies up ahead—you can see them in your target crosshairs. Simply avoid these two rats though. You can't kill them because you have no weapons. Run to the mine cart.



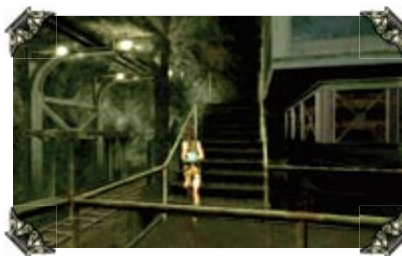
This chamber has a small control room, a dead-end cave, and a mesh fence on the right leading to a long drop. The only area of interest, however, is the cart itself. On top of it is the red fuse. Grab it.



NATLA'S MINES

Tasks 1, 2, and 3

ACTIVATING THE CONTAINER



This is the first of three fuses to find in these mines. They all allow you to maneuver a crane arm in a different manner. A locked hut across from the control room appears to have pistols inside. Run back down the mine tunnel, turning left at the corner, and then run up the control room steps and inside the structure.

Run to the left end of the control panels overlooking the unloading area below you, and affix the red fuse into the slot. The first control button is now accessible. Press it, and a container shifts above the locked hut.



Make sure you move the container to the area above the locked hut before you continue!

TASK 3: LOCATE THE FIRST MINE ARTIFACT

MANEUVERING TO THE TOP OF THE HUT

TIME TRIAL TACTICS

Locating this Artifact is purely optional. If time is pressing, go for the green fuse right now.



Head out of the control room, and down half the steps, then swan dive out to the ground below, as shown. This is much quicker than descending the remaining stairs.



Stop at the stacked boxes immediately on your left, and clamber onto them (picture #1). Jump onto a tarp-covered container ahead. Resting on that is a metal container. Climb on top of it, and grab a Large Medipack.



Drop to the ground, and move to the hut's left side. Drag a crate on the left wall to the corner of the office with the pistols glowing inside. Climb onto the container, and jump to the roof.



Run to the roof's right side, and leap to an upturned post, balancing on it. If the container hasn't been moved yet, you can't reach this area. Jump to the second post, and turn left. Leap and grab the lip in the corner, and vault to the upper lip. Then turn, and jump for the horizontal pole across from you.



Immediately swing off the pole, and land on a short sloped platform. Before you slide onto the ground, jump immediately, across the entrance gap, and grab the section of conveyor belt ahead. Pull yourself up, and stride to the glowing item: an interesting Artifact you haven't encountered before. Take it, then drop to the ground.



TASK 4: SECURE AND ACTIVATE THE GREEN FUSE

SEARCHING FOR THE GREEN FUSE

Use the container you shifted, and clamber back onto the locked hut, and this time, run around the right side of the container to this upper tunnel entrance. Jump into it.



This tunnel winds right, and right again, leading to a gap that you must leap across (below you is the passageway you used to reach the facility). Keep running through the remaining tunnel section.



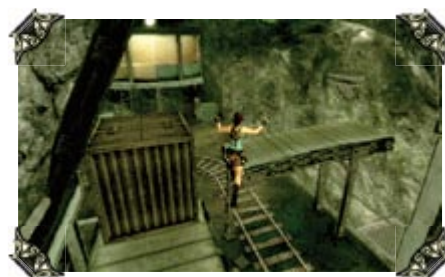
At the tunnel exit, drop down onto the conveyor belt section. This runs along the upper left part of the railway tunnel you previously explored. Turn left and run into the

tunnel on the conveyor belt, pushing the crate off the broken section; this allows you to quickly return here if you fall.



Run to the far end of this belt section, and turn right. Leap to the girder on the inside corner, grab and shimmy left, and then make a long leap (as shown) to the belt section at the tunnel corner. Turn and look down the tunnel, run and jump to the sloping belt section, and leap off the end of it, grabbing the next conveyor belt section.

Run to the end of the conveyor belt.



Run to the end of this section of conveyor belt, and turn, dangling off the end. Drop to a metal platform and small generator. The green fuse is here.



You obtained the green fuse!

RETURNING TO THE CONTROL ROOM



You can't climb the mesh fence, so the only way back is to jump off the metal platform, and fire up your grapple, hooking to the ring under an upper exit platform you can't

reach yet. Wall run, then at the far side, turn left and jump to a stone ledge lip.

Grab the lip, and edge to the right. Sway and leap to the base of a metal platform jutting out of the rock wall, climb onto it, and then quickly climb the ladder. At the top, look left, and jump over the mesh fence.



Land on the ground, and run past the fence to your left, avoiding the rats still scurrying in this area, retracing your steps to the control room.



Once inside the control room, move to the fuse socket in the middle of the control panel, and insert the green fuse into it. Then sidestep right a pace, and press the button. The crane arm pivots the container out, into the loading dock.



CAUTION

Be warned! You must deactivate the Red Fuse control switch before beginning Task 5, or the container will be located in the wrong position.

TASK 5: SECURE AND ACTIVATE THE BLUE FUSE

INTO THE STONE TUNNELS



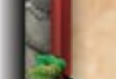
Run down the stairs, toward the stack of boxes, and then jump to the tarp-covered container, up the metal container that held the Large Medipack, and then jump to the hanging container you just moved using the green fuse and power button. Shimmy left, around the corner of the container, then turn (picture #2), and leap to the conveyor belt platform along the left wall.



You're looking for a hole in the wall at the far end. Turn left and run into a rough stone tunnel, and at the first junction, turn right (as shown). If you continue straight, you

appear on a high platform overlooking the generator where you found the green fuse.

Tasks 4 and 5



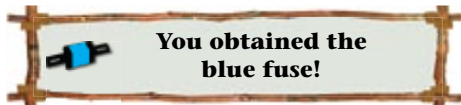


Climb down the ladder inside the tunnel, dropping the last few feet, run to a second ladder heading down, and drop all the way to a stone alcove overlooking a generator room. Jump and grab the ledge lips opposite and to your right, then dangle and drop to grab two more lips before falling to a pile of rubble and sliding to the ground below.



Make sure you take this measured descent. If you simply fall to the rubble slide, you'll damage yourself severely, or worse!

Pass by the single rat down here, and run to the other side of a rotating column, near a green metal generator box. Bend down and collect the blue fuse.



ASCENDING TO THE CONTROL ROOM ONCE MORE



With the last fuse in hand, turn and jump on the green generator behind you, then turn right to face the wall. Leap to the steam pipe connecting to the tiny metal platform above. Climb to the underside of the platform, then leap to the second pipe in the corner, climbing that as far as you can go. Turn the camera and line yourself up with the platform, then leap to it (picture #2).



These two steam pipes periodically release hot vapor, which damages you. Leap to each pipe just as the steam release is stopping.



Wait a second or two, watching the rotating column in the center of the room, then leap and grab the back panel rotating on the column. Ride this to the opposite side.



Turn as you rotate, and when you're lined up with the metal rubble container on the opposite wall, jump to it. The container immediately starts to tip forward.

Shimmy right immediately, leap to the next container, shimmy to the end of that, then turn and leap.

Grab the base of the air-conditioning duct, shimmying right. Turn and leap onto a long pipe. Watch that steam! Climb to the top of it, then leap and grab the top of the air-conditioning duct.



Shimmy left around the duct, turn and jump to the wall girders, and vault up them to the corner alcove. Turn from here, and make a long stretched jump to the tunnel entrance you arrived from.



Run to the ladders inside the tunnel, and ascend them both. Turn left at the junction, and exit onto the conveyor platform you entered from. Drop down, avoiding a rat attack, and run up the control room steps.



Enter the control room, and press the buttons near the red and green fuses so the container reverts to its original position. Then plug in the blue fuse, and activate the adjacent button.



TASK 6: LOCATE THE NEXT ARTIFACT

SECURING YOUR DUAL PISTOLS



There's a crashing noise as the container falls from the crane arm, collapsing the hut's roof. Head out of the control room for the penultimate time, vault over the rail to the ground below, run to the metal crate you moved near the hut, and climb onto it. Leap to the hut, drop into it, and locate your pistols, on a box inside this structure.

You obtained the dual pistols!

With your pistols packed, you can now cause additional damage to the glass windows in this hut, the control room, and the smaller rail room near where you found the red fuse. For the moment though, fire at the windows and leave the hut.



NOTE

Remember that you are scored on the number of foes you defeat. Rats lurk in the main loading area, near the mine cart, and way down by the blue fuse location. Slay them all if you want to defeat every enemy!

SETTING SAIL FOR TREASURE



Turn left from the hut, and locate the side entrance where you initially emerged from. Run back through here, all the way to the top of the waterfall. Drop down into the lower area, and shoot the mooring stake attached to the boat.

TIME TRIAL TACTICS

This diversion is completely unnecessary. Ignore this section if time is a factor, and instead head to the mine cart area for a face-off with Larson!

NATLA'S MINES

Tasks 6 and 7



The boat begins to drift across the water, and lodges on the opposite wall. Swim and climb aboard. Move to the engine, and vault to the ledge lip above it. Shimmy right, laterally jump to a second ledge lip, vault up to a third, then turn around. Jump to a long ledge and shimmy right, around the corner. Laterally jump to one more ledge, then drop into a natural alcove with "Natla" containers inside.

Run to the rear of this alcove, and bend down to pick up another Artifact, hidden here. When it's yours, head back and dive into the water.



You obtained the Artifact! (2 of 4)

TASK 7: OBTAIN THE RELIC FROM NATLA'S COLLECTION

A SMALL AMOUNT OF TORMENT

Swim back to the waterfall base, and enter the winding path back to the upper area, near the horizontal bar you swung across to reach the suspended crates. Shoot the rope holding the crate up.



It falls to the ground and disintegrates. Something shiny is inside. Drop down and immediately run to it. This is one of the few remaining Relics to find in this adventure!



Swim back to the pathway behind the waterfall, run to the upper area, and retrace your steps to the hanging ropes, swinging across to the top of the waterfall and running back to the facility area.



**You obtained the Relic:
Chalice of Torment**

BOSS BATTLE! DEFEAT LARSON!

MAKING TRACKS FOR THE LAVA CAVERN

Head left, down the railway tunnel, all the way to the mine cart where you found the red fuse. There's a small engine near the cart. Climb onto the cart, then jump atop the engine.



Stop at the engine, and manually aim at the windows of the rail control room slightly above you. Blast the left window, and optionally the main right-side one too. Then leap into the narrow building, and run to the terminal at the far end. Press the switch, and the area of track that the engine is sitting on couples to the railway track.



Drop down onto the engine, and then to the ground. Run to the back of the engine and step onto it. Activate the engine, and begin to ride it around the right bend.



You stop the engine as Larson comes strolling into view, holding the blue fuse. He's blocked the rails with the container, and he advances on you. You aren't going to shoot him, are you?!

ACTION EVENT!



*Larson advances on your position and is about to fire! Press **R1** immediately!*

***Success!** You blast him with a single shot in the upper chest. He reels back in agony!*



***Failure!** Larson pumps a shotgun blast into you, sending you reeling! It's over!*



*Larson shrugs off the shot and continues to aim his shotgun! Press **R1** right now!*

***Success!** You shoot him in the center of his chest and he flies backward in pain!*



***Failure!** As you meet, Larson blasts you at point-blank range!*



*Larson grits his teeth and doggedly refuses to go down! Try hitting **R1** one more time!*

***Success!** You hit him in the chest a third time. He reels back, gurgling.*



***Failure!** You're too slow on the draw, and receive a massive blast, dropping you!*



Larson feebly swats you from the ground. You bend over and grab the blue fuse, and you're rocked with the realization that you've just killed a man. The stench of blood is in the air. Those hands are never going to be clean!



You obtained the
blue fuse! Again!

TASK 9: LOCATE THE 50 CALIBER PISTOLS IN THE LAVA CAVERN

RAILING AGAINST NATLA'S BARRICADE

Loot Larson's corpse and claim his shotgun (near his body). Now continue your progress on the train.



You obtained the
shotgun!



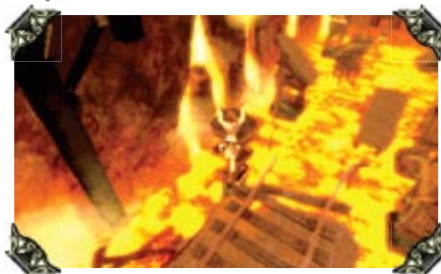
Before you board the train, you must remove the container the late Larson left to block your path. Head into the control room one final time, place the blue fuse into the panel, and press the button. The container shifts out of the way of the tracks. Return to the train and activate it. It trundles around the corner.

Stay on the train as it winds down the tunnel to the blockade. The massive drill and ram on the front of the engine is now put to use, as it tears through, allowing you access into the lava cavern beyond.



CAUTION

This cavern is one of the scariest places you've visited, as you're inches from a hot and molten demise! Keep a steady hand and learn the layout of this area before you attempt to obtain some of the more tricky-to-find items here.



Walk to the end of the railway line, and turn left slightly. Jump to the small protruding stone plinth, and land on top of it. You can leap and land atop the vertical

pole and continue, or stop and search for the pistols.

NATLA'S MINES

Boss Battle
and Task 9



Path 1: Locating the Pistols—Assuming you want the extra firepower, turn and look under the railway overhang. Jump and land on the left rock on the opposite side.



Turn right on the spot, and jump to a square section of rock directly under the entrance to the room, and pick up the dual 50 caliber pistols from here.

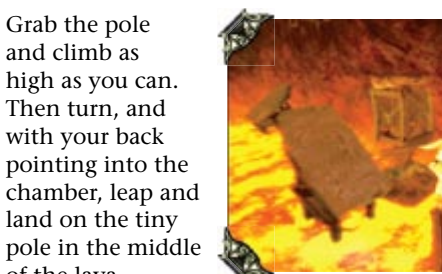


You obtained the dual
50 caliber pistols!

Look down the lava cavern, and turn left slightly. A tiny point of a rock sticks out. Leap and land on it, regain your balance, and then look to the plinth tower in front of you.



Leap and grab the right tip of the plinth's base lip, and then shimmy right, around the corner, to this point. Turn and leap to the pole behind you.



Grab the pole and climb as high as you can. Then turn, and with your back pointing into the chamber, leap and land on the tiny pole in the middle of the lava.



TIME TRIAL TACTICS

Path 2: Ignoring the Pistols—If you're after a fast time, look into the lava cavern from the plinth, and then leap atop the tiny pole.



TASK 10: LOCATE THE NEXT OF NATLA'S ARTIFACTS

ONWARD THROUGH THE LAVA CAVERN

While on the tiny pole, turn slightly right, and jump to the girder holding up a stone plinth above you. Shimmy around to the left, then vault to another girder, turn, and jump to a flat lower plinth.



Look along the right wall; there's a small metal platform ahead and above you. Jump and launch your grapple at the ring on the platform, and swing across. Let go and leap, landing on a slope. Slide left, and then jump before you reach the lava, grabbing a horizontal pole (picture #2). This turns 90 degrees to your left. Ride it, then jump off.



Land on another slope from the moving pole, slide and then leap to a girder supporting another stone plinth above. Vault up to the girder that leads you around the corner. Shimmy right, until you reach the bent end of the girder, then fling yourself and grab the edge of the railway track. Pull yourself up to the exit. You can now escape this chamber (if you're worried about time), or investigate further.

BACK FOR ITEMS AND AN ARTIFACT



Stand on the exit railway line and lean out and right a little, so you grab the edge of the plinth. Pull yourself up onto the stone, and turn left a bit. Look out and across; there's a small

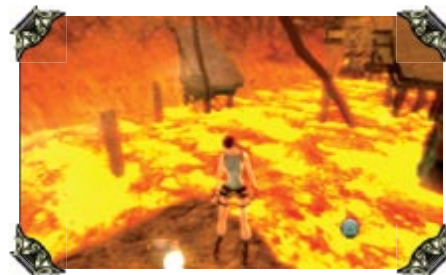
alcove with a metal platform jutting out. Jump across the chamber, firing your grapple (picture #2). Swing a couple of times, then leap and land on the platform to claim a wealth of items. Return the way you came.



Now for the Artifact. Hang from the railway line debris at the end of the exit ledge, and shimmy right. Look for a tiny post sticking out of the lava, and jump to it.



Balance yourself, and turn left. Look for another post, under the exit platform, and jump to that, then to the square section of stone with the Artifact. Pack it in your backpack.



Getting back up to the exit isn't that difficult. Turn and leap to the posts you used to reach this area, then jump to the sloping rock, and jump again to the rotating pole.

From here, follow the main path to the exit.

CLIMB TO THE FOOT OF THE GREAT PYRAMID

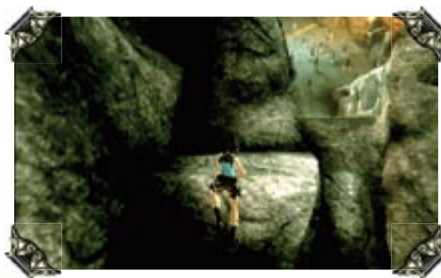
Exit the lava cavern for good, running down a connecting passageway until you reach a dead end and a large collection of boulders on each side of the gorge you've wandered into.



Begin your climb by leaping right, onto the sloping rock, and immediately jumping again when you begin to slide, flying over the gap to the rock ledge on the left side.



Grab the ledge and pull yourself onto it. Then jump and climb onto two more ledges until you reach this point. Then turn right, and make a long leap over the gorge gap.



Turn left and leap onto another rock ledge, then face inward. For your final two jumps, leap the gorge and land on the sloping rock, and as you begin to slide, jump and grab the massive platform ahead.



BOSS BATTLE! NATLA'S HENCHMEN (A REPRISE)!

THE KILLING SPREE CONTINUES



You stride toward the onyx pyramid as one of Natla's two henchmen turns to face you. He feels the power running through his veins. He has bloodlust, and he looks forward to gutting you!

ACTION EVENT!



Kold draws his large knife and prepares to stab you! Hit **●** now.

Success! As Kold whips the blade around, you backflip out of the way.



Failure! As Kold whips the blade around, you stand and crumple at the blow.



After some gunfire, Kold leaps and brings his blade down hard! Tap **R1**.



Failure! You're caught by the brunt of this deep stabbing motion. It's over!

After Kold rips through The Kid, he charges you once more! Press **X**.



Failure! Kold slams straight into you, drawing a deep wound; you fall.



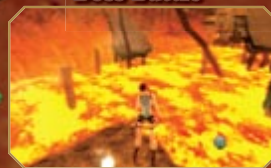
The bloodlust rages on in Kold although you've emptied your pistols into him! He pins you to the wall with his hand, and squeezes...then falls, as The Kid cuts him down with SMG fire. Both enemies fall.



Success! You leap and spin around, blasting him with countless rounds.



Task 10 and Boss Battle

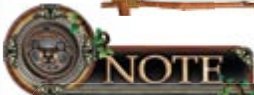
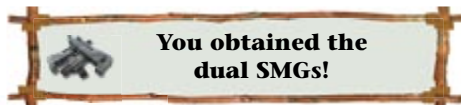


Success! As he descends, you give him both barrels and he crumples.





You're still twitchy from the combat, and the super-human abilities Kold possesses. However, the weapons the Kid used are of particular interest. Grab them!

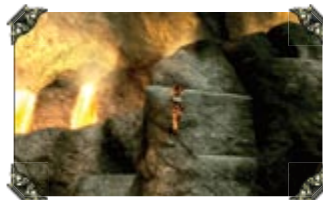


You should now have collected all the weapons that you had previously.



SCALING THE ROCK SIDES

The onyx wall of the Great Pyramid towers ominously. Protruding from the side are spines, with a central conduit of lava. What inhuman technology is this?! Begin your ascension by pushing a crate to the collection of boulders on your left.



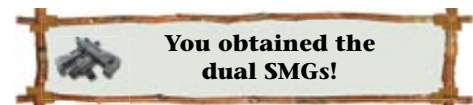
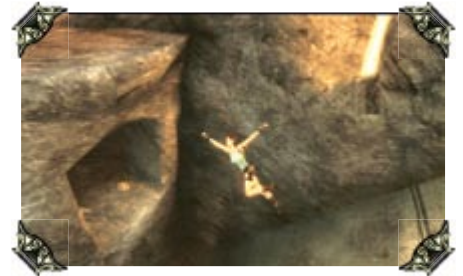
The air is thick with sulfur and smoke. Climb onto the crate, leap to the boulder ledge, and then climb the ledge lip and vault to a small platform with a slope to your right (picture #1). Leap up to another lip, which continues around to the right. Shimmy around the corner, ignoring the lip below you, and laterally jump to the small rock at the edge of the pyramid.



Turn left, and vault up the lip to the flat rock and highest point overlooking the pyramid. Your grand unlocking puzzle begins now! The plan here is to

maneuver along the spines, making sure you leap to all the ones with the large clamps at their bases. They slowly sink into the pyramid, activating the key. Here's the optimal route to take:

Before you jump to the first spine, leap to the slippery side of the pyramid, then as you turn and slide, jump and grab the lip of a partially hidden alcove under the flat rock. There's ammo and health here.



SPINE JUMPING FOR THE ARTIFACT



Jump to the first spine, as shown. Then leap to the one in front of it. Turn left, jump to the retracting spine (picture #2), then spin 180 degrees immediately and jump back to the second spine.



If you land on a retracting spine and fail to jump back to a solid one, you slide to the pyramid base. Retrace your steps up the left boulder wall, and continue. You must step on six retracting spines to unlock the doors.

Back on the second spine, jump to the spine lower and slightly right of your location. It has the clamp on its base, so land, spin left slightly, and leap to the next spine directly above.



Balance on this second spine again, then jump to the cluster of three spines ahead and above you. Leap up and left, then up and right to the retracting spine, then retrace your steps to this spine.



You should be standing on a spine with a hole above and below you. Turn and face the middle of the pyramid, and jump across two spines to the middle, stopping here. Then jump to the spine immediately across the lava conduit, and back again (picture #2). Now leap to the spine just beyond the hole.



Face the Artifact on the rocks ahead and below you. Jump to the spine with the clamped base, then jump off it and land on the spine just above the final retracting spine (picture #2).



This last retracting spine, closest to the Artifact, is the only way to reach the ledge lip you must cling to in order to get to the Artifact. If you retract the spine without grabbing the ledge, you cannot claim this treasure!



Jump to the final retracting spine, then leap long and grab the ledge lip under the Artifact. Shimmy right, around the stone lip until you can't go any farther. Then make a lateral jump (picture #2) to a small area of flat ground.



Turn left, and scale the boulders to the flat rock at the very top. Your Artifact is located at the edge. Grab it at once! When you've taken it, leap to this spine (picture #2) so you don't have to backtrack along the pyramid.

NATLA'S MINES

Tasks 12 and 13



NOTE

There is a large Medipack at the base of the rock that the Artifact is on. Take this before or after you complete the spine-leaping.



You obtained the dual SMGs!



You obtained the Lareg Medipack!



You obtained the Lareg Medipack!



You obtained the Artifact! (4 of 4)

TASK 13: UNLOCK THE DOOR TO THE GREAT PYRAMID

EXIT OPEN, LEVEL COMPLETE!



Jump to the two spines in succession that lead you to the middle of the pyramid's side, near the confluence of the lava conduit. Angle your final leap (as shown) so you land on the flat edge of the alcove, and not the slope, as you don't want to slide back to the ground! Enter the alcove, pull down on the lever, and the black gate opens (picture #2)! You can enter the Great Pyramid!

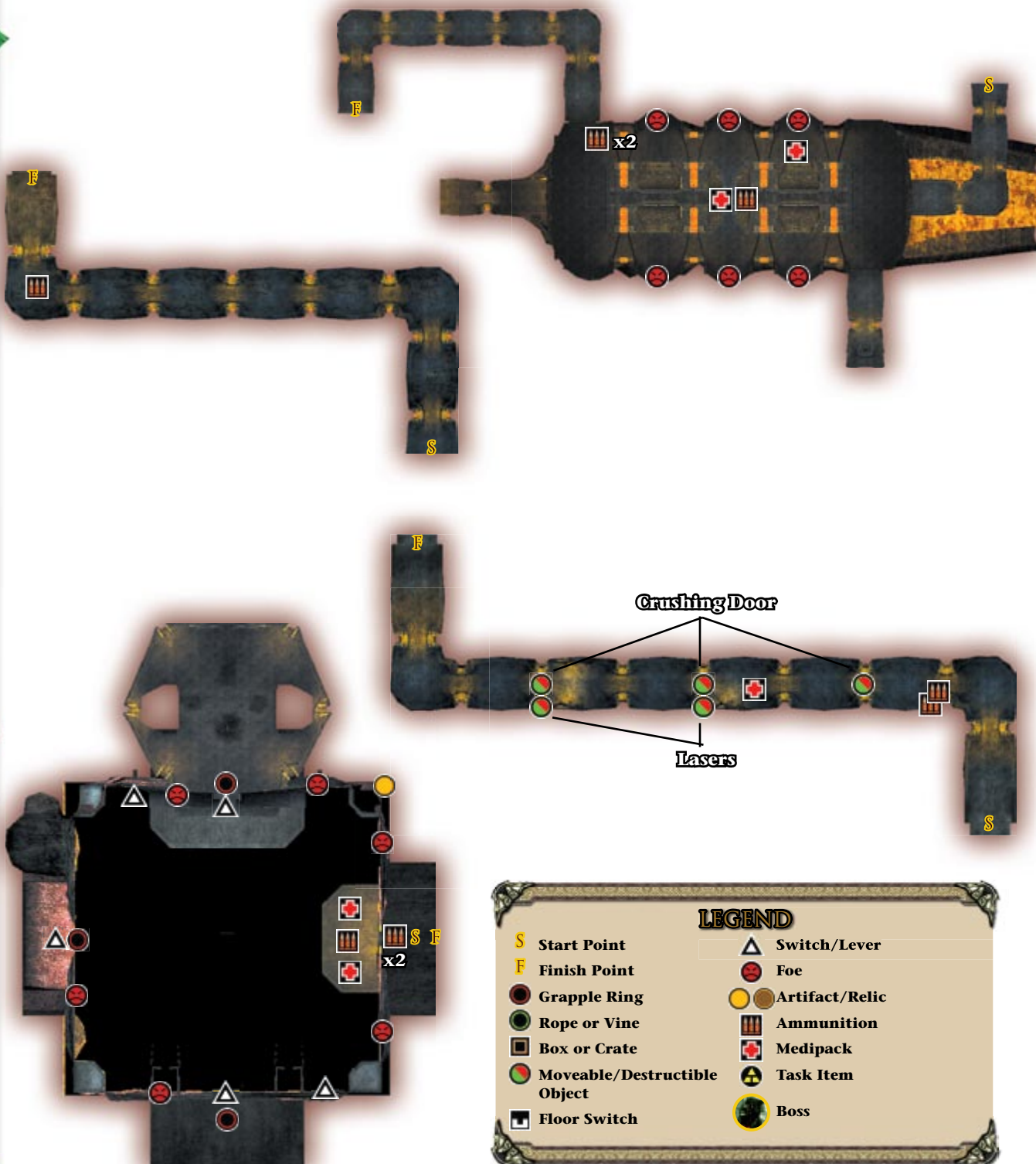
TIME TRIAL TACTICS

Time Trial Time to Beat: 00:17:00

LOST CITY

PART 2: THE GREAT PYRAMID

THE GREAT PYRAMID: OVERVIEW The true horror of Natla's machinations can now be revealed, and no one outside of this unknown island would ever believe you! This powerful witch is set to raise Atlantis from the deep, and begin the seventh age! To stop her, you need to negotiate a breeding chamber where shock troops for the assault to come are being gestated, and after encountering a new breed of cat (one lacking outer skin but possessing a vicious temperament), you must scale the frightening great shaft: a huge vertical chamber that features the most difficult continuous set of precision leaps and grapples you'll ever make! Should you ascend, Natla has arranged a terrible surprise for you in the form of a fleshy doppelganger who mimics your every move but manages to look a lot less attractive. Once you've introduced your clone to a lava bath, you can extend the final drawbridge, and breach Natla's inner sanctum!

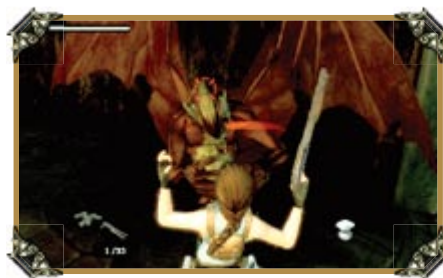


THE GREAT PYRAMID

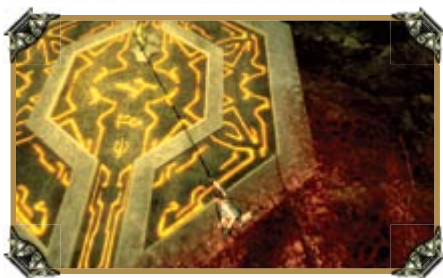
Task 1



TASKS TO PERFORM



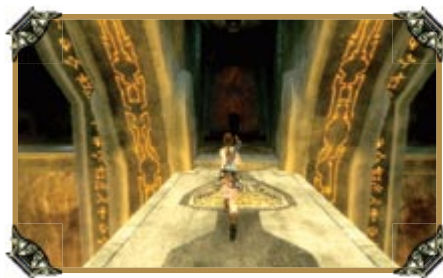
1. Cleanse the Incubation Chamber



2. Scale the Great Shaft and claim the Artifact



3. Deal with Your Flesh Doppelganger



4. Gain Entry to Natla's Inner Sanctum



5. Secure the Final Relic

TASK 1: CLEANSE THE INCUBATION CHAMBER

FACING THE INCUBATED HORDES

The pyramid reveals an ominous corridor, resplendent with glowing runes along its sides. Run down this path, as it's the only way forward, pausing at this corner to take some ammunition.



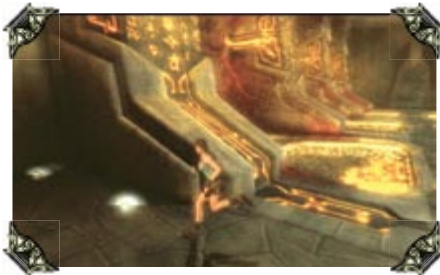
You obtained the mini SMG ammo!



The passage winds around the corners; keep jogging down them until you reach this huge, steam-filled chamber. Large, disgusting red sacks of amniotic

fluids are pulsing on the walls! What horror is this?

Note the sealed door to your left as you entered the chamber. Run forward as the glow of the lava lights you from below. At the far end, past the last right column are two lots of SMG ammo. Grab them.



You obtained the mini SMG ammo!

You obtained the mini SMG ammo!

Run to the exit doorway in the middle of the far wall. Head out to a balcony overlooking a lava pool. Suddenly, you hear a noise!



A deep rumbling emanates from the bubbling lava under you. You gaze up into a massive, vertical shaft, pulsing with fluid sacs. At the top of the structure, you spy Natla!



She clutches the Scion, and massive boulders fly from the top of the island; the Great Pyramid is rising! You head back into the incubation chamber where the first sac hatches! A winged demon!

Don't back up, because the ledge overlooking the lava is a nasty place for combat! Instead, remain in the main chamber and bring some shotgun or SMG hurting down on the flying foe. Do this quickly, as more fleshy fiends are hatching!



Two cat flesh mummies hatch from the side sacs and run at your location. Circle around, firing until they become enraged; the long corridors here are perfect for this

technique! Then bring each down with a focused attack.

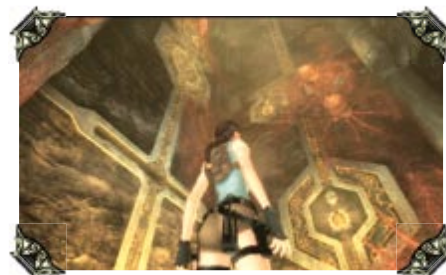
CAT FLESH MUMMY

The cat flesh mummy attacks with powerful pawing motions and a charging swipe, energy ball, and quick feet. Attack this slightly more powerful, non-bandaged version of the cat mummy in exactly the same manner as you would the bandaged version. Back up, try for a focused attack, and evade if you have the room. Use shotgun or SMG rounds to take this critter down.



ESCAPING TO THE GREAT SHAFT

After combat has ended, walk to the balcony overlooking the lava, and peer upward. You're at the base of the great shaft.





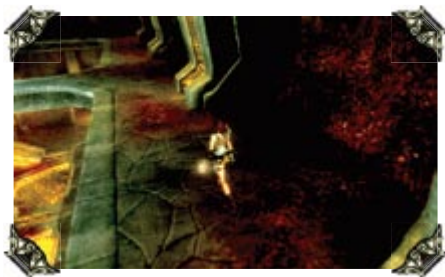
Venture back into the chamber with your guns drawn. Immediately blast a third cat flesh mummy, then run to the opposite end, where the side door is now open.

Head into a short passageway leading to a ladder. Scale the ladder quickly, turn around, and head to the upper part of this chamber, overlooking the section you were just in. Engage two winged foes, and try to blast them before they grab you!



You may find yourself constantly grabbed by the flying fiends as you try to reload your shotgun. You auto-reload after eight shots, and it takes around three to four to defeat these foes, so make sure you reload before your encounter, then switch weapons to defeat a second foe.

When combat stops, take a small breather, and check this upper walkway for goods. Take a large health pack on the chamber's right side, if you're looking in from the entrance.



Continue along the right edge, then run into the center walkway, and snag some bullets and another health pack from here. Then exit via the doorway

diagonally opposite the one you came from.

THE GREAT PYRAMID

Tasks 1 and 2

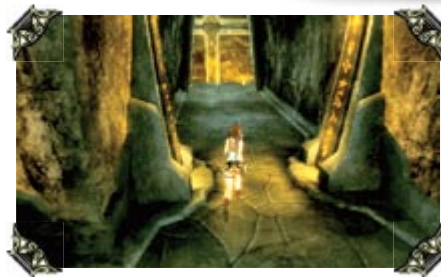


You obtained the mini SMG ammo!



You obtained the Large Medipack!

This leads to a long connecting corridor that takes you around and eventually opens up at a different balcony at the base of the great shaft. Run to the items you can see ahead.



TASK 2: SCALE THE GREAT SHAFT AND CLAIM THE ARTIEACT

FRANTIC COMBAT ON THE PRECIPICE



Run to the end of the corridor, out onto the balcony overlooking the lava pit, and stop for a moment. Scoop up health, and ammunition from the ground here.



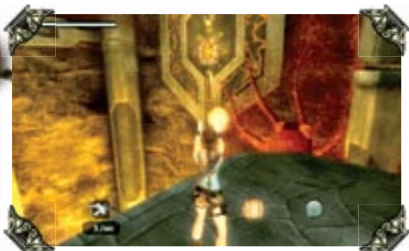
You obtained the shotgun ammo!



You obtained the Large Medipack!

x4

x3



Turn right, and look at the wall. A strange circular switch reacts to your gunfire. Aim at it (but not manually, because you need to be quick) and blast it with your pistols, until the lights surrounding the switch all light up. When this occurs, a sac bursts to the right of the switch. Run back into the corridor, and slay the winged beast with your regular pistol.



TIP
Use your regular pistol now, and use your SMG, shotgun, and 50 caliber pistols in a moment and in that order.

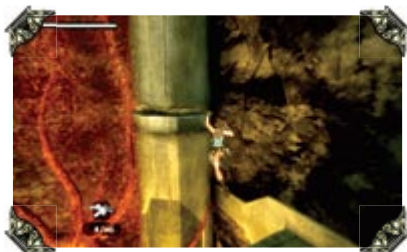


NOTE
The wall switches are timed. When you blast one until all lights are on, it activates nearby scenery, but it slowly counts back and reverts to normal. When all the lights have gone out, any platform or wall rings that were activated slide back into their original place, and usually keeping you from progressing.

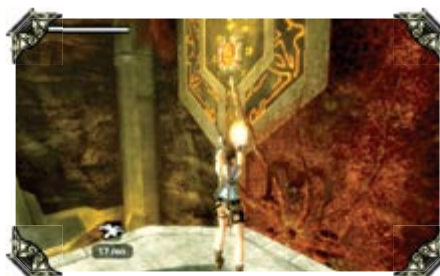


CAUTION
This ascension is arguably the toughest maneuvering event of your tomb raiding career so far! Save at every level, when the coast is clear.

Return to the initial balcony, and fire at the wall switch again until it becomes fully activated. Then run right, and jump to the crack in the long corner column. Shimmy left so you can leap below the wall switch, and throw your grapple, hooking the ring above the switch, which disappears when the switch deactivates.



Leap to the next corner column at the end of the wall run, and grab the lower crack. Vault to the bigger crack that runs to the left, shimmy around, then turn and jump onto the platform.



Run to the far end of this platform, and aim up and right at your next switch. Fire at it with your pistols, making sure all the lights are on. This gives you enough time to

switch to your shotgun, and blast an incoming winged horror out of the sky.

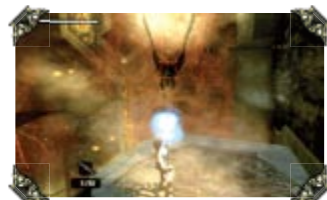
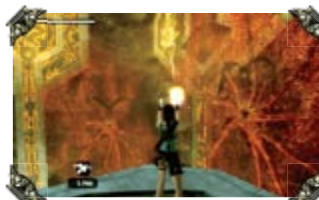


CAUTION
The longer you take to defeat this beast, the less maneuvering you can do, because the platform you're on is slowly retracting into the wall! Quickly finish your foe, then rapidly blast the wall switch to push the platform back out again.

When the coast is clear, fully shoot the switch, then turn and jump to the corner column, grab the crack, vault up, shimmy left, then turn and jump, grappling another wall ring.



Leap before you turn and wall run back, grabbing a crack, vaulting up, shimmying left, vaulting up to another crack, then turning and landing on another upper platform.



Run to the far end of this platform, turn, and look up and right. The wall switch is a little farther away this time. Blast it until it is fully lit, then evade the energy balls of two

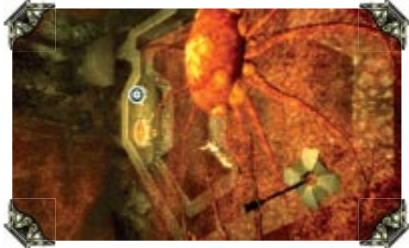
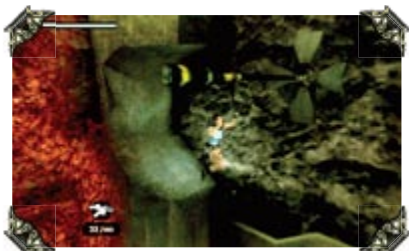
incoming winged fiends as you switch to a shotgun. Quickly deal with one, then use SMG ammo to blast the other so you aren't wrestled by one of the beasts while trying to reload.



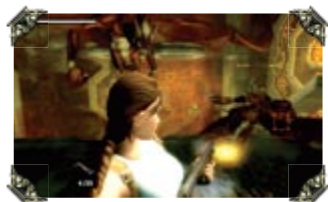
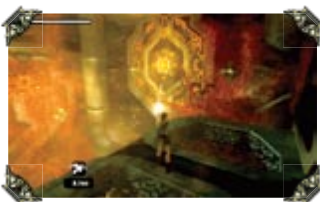
Immediately switch back to your pistols, fire at the wall switch, and propel the platform you're on back so it's fully extended; if you don't, you'll fall into the lava!

COMBAT ON THE UPPER PLATFORMS

It's time for some fancy acrobatics! Turn and jump to the corner column with the missing section. You turn and slide. Immediately jump and grab the pole, then swing to another pole. Stop, and turn around on this pole, and swing back to the crack on the corner column. Shimmy left around the column, and jump to another pole, then swing off that (picture #2), and shoot your grapple out.



Now for the tricky part: wall run to the corner, then jump left, throw your grapple again, and wall run along the next wall without landing! Jump and grab the corner column and shimmy left, onto another platform.



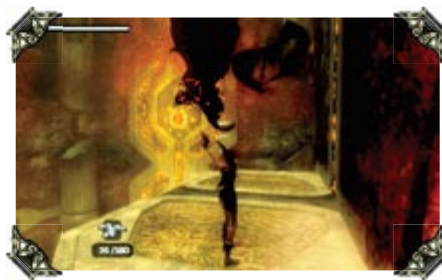
The ascension is nearly over! Now run and look to the right, shoot out the next switch so all the lights are on, and engage two more winged demons in combat high above the lava pool! Quickly switch to the shotgun, then the SMGs as before, and immediately blast the wall switch afterward to propel the wall platform out so you don't fall off it.

THE GREAT PYRAMID

Task 2



Leap to the missing section of the corner column, slide left and leap to the bar. Swing off it, onto a slope, slide and jump to another bar, and jump once more to the opposite column and grab the crack. Vault up, shimmy left, and leap to the next platform.

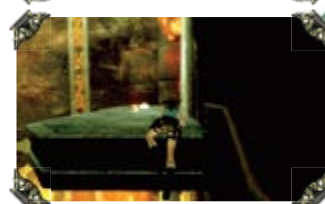


Move to the next wall switch, blast it, and this time watch for energy bolts coming in from above. Lay waste to two more flying creatures with

your preferred weaponry, then shoot the switch and bring the platform back out again.



You're almost at the top! Turn and jump to the gap in the column, slide left, leap, and throw your grapple before you start to fall. Wall run to the next column, leaping and landing on another sliding section (picture #1). Jump from the end, throw your grapple once more (picture #2), wall run to another corner column and leap to the crack in it, and shimmy left. Then jump to the top platform (picture #3) and scramble up onto it.

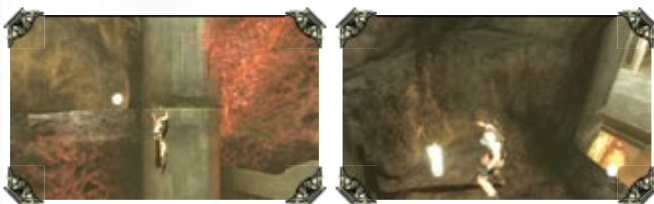


You've reached this infernal chamber's exit! Run and stoop to pick up the health and ammunition on the exit platform, then run into the connecting corridors.

You obtained the 50 caliber pistol ammo!



You obtained the Large Medipack!



Before you leave, leap to the corner column and grab it, shimmy left, and climb up onto a small alcove, where an Artifact must be claimed.



You obtained the Artifact! (1 of 1)

TASK 3: DEAL WITH YOUR FLESH DOPPELGANGER

NEGOTIATING THE CORRIDOR TRAPS

Run down the corridor before making a left turn. The passage continues upward, and you can see crushing doors ahead of you. First though, stoop at the inside corner and grab some shotgun shells.



You obtained the shotgun ammo!



You obtained the shotgun ammo!



Now for the traps. The first doorway has three adjacent doors, and each slams one at a time in quick succession. When the third door begins to open, run through all three.

Run through to a strange contraption that fires molten bolts of energy near another crushing door. Shoot the switch in the ceiling to temporarily stop the firing, grab the health pack, then run through the door as the sections recede.



You obtained the Large Medipack!



There are more ceiling switches, but a quicker plan is to wait for the six final energy weapons to shoot, then roll or run past them and through the crushing door before it activates again. Turn right at the corner, and slide into the next chamber.

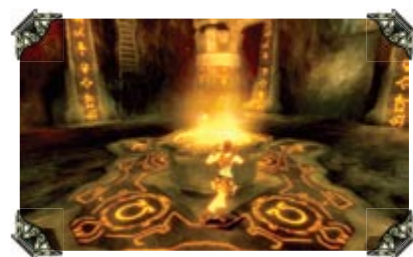
ALL FLESH MUST BE DESTROYED



Brandish a powerful weapon of your choosing and set about defeating three cat flesh mummies that burst from their sacs as you negotiate this square chamber.

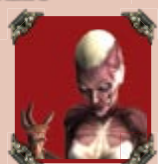
Keep dashing and blasting them until they yield.

Your way is blocked by a shocking creature, a fleshy doppelganger of yourself with the skin peeled away! Whatever you do in this chamber, the creature mimics your every move. Bullets don't harm it, and a central forge wheel prevents you from merging with this freak of nature. Move to the wheel and turn it. A small platform on either side of the room grinds out. Run and leap onto it (picture #2).



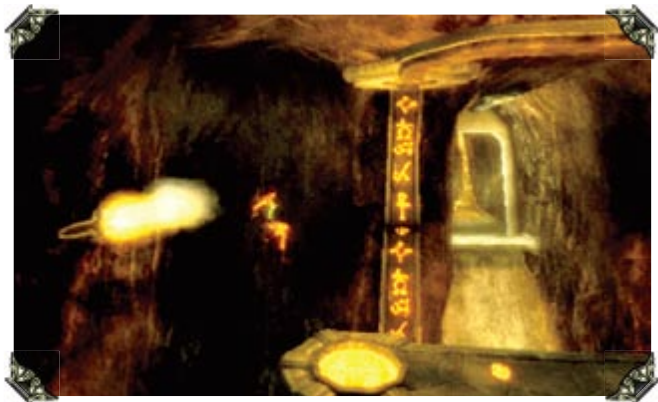
FLESH DOPPELGANGER

A revolting creation of the power-mad Natla, this strange and wretched soul mimics your every move, but you cannot interact with it. It isn't dangerous in the sense that it doesn't actively harm you, but it can throw energy bolts when you fire, so don't attack it! You must think laterally to rid yourself of this clone.



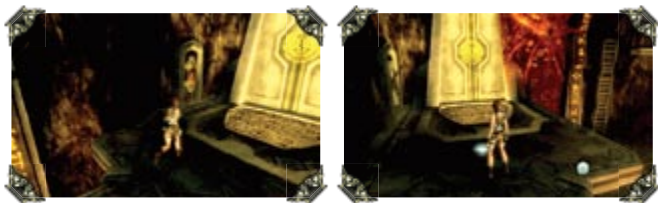
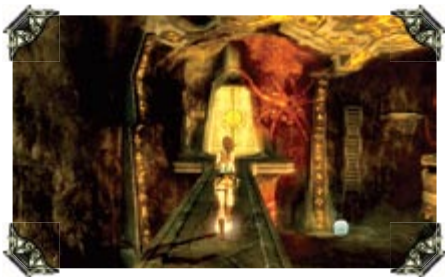


Before you turn the forge wheel, be sure the platform you're racing to has a wall switch on the side of the wall on the left side of the walkway, not at the end of the walkway.

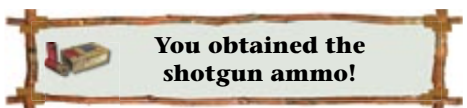


Climb the ladder above the platform, then quickly jump to the right, grabbing a steam vent lip, looking back, and then landing on a circular hatch lid. Do this quickly, so the steam doesn't damage you and make you fall. If this happens, repeat the wheel turn.

Land on the walkway above the ground. The doppelganger has landed on the walkway on the opposite side of this mirrored chamber. Stoop to pick up the health before continuing.



Run to the walkway's far end, and locate the wall lever on the left corner wall. If the lever is in front of you, you're on the wrong side of the chamber. Repeat the forge wheel turn, and head to the other side. Before you pull the wall lever, locate and grab the shotgun ammunition on the walkway area.



Task 3



The hatch opens behind you. Unless you want to drop into a molten lava pool, don't jump in! Instead, turn right, drop down, and run to the forge wheel, and rotate it again.



Do not waste any time! This hatch lid is on a timer, and closes after around 15 seconds.



Now run to the other platform in the chamber, clamber onto it and up the ladder, then leap right to the steam vent lip. Turn, and drop down onto the closed lid.



Make sure this is the *other* side of the room and the hatch lid you're landing on is shut. If not, you'll simply commit suicide!



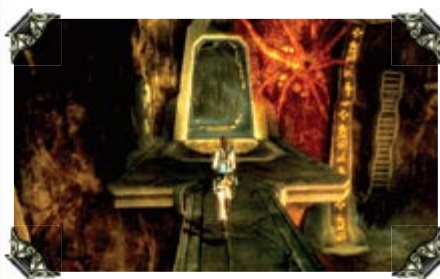
You land on the hatch lid, crouching on your haunches. Your doppelganger follows your move, but without a lid to land on, she falls flailing and screaming into a vat of lava!



Now rid of your skinless clone, you must work out a way to leave. From the walkway you're on, walk to the health in front of you (picture #1), then run to the other end, bringing out a shotgun to blast a hatching winged demon.



Once the demon is dispatched, run to the platform at the end of the walkway, and stoop to collect the pistol ammunition. Then grab the wall switch and pull it back.



The exit door opens. Turn right, drop down to the forge wheel, turn it, and run to the opposite platform, scale the ladder, leap from the steam vent lip, and race along the

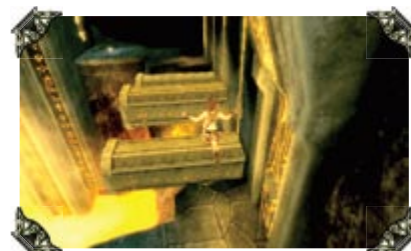
TASK 4: GAIN ENTRY TO NATLA'S INNER SANCTUM

LOWERING THE DRAWBRIDGE



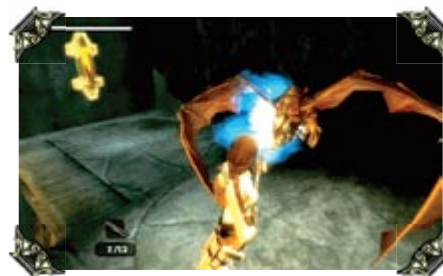
Run down the winding connecting corridor until you reach a ceremonial moat room. A walkway to a door has retracted, and it's up to you to activate the bridge.

There is a lever on an alcove on the opposite side of the chamber. Head right, to three wall pistons pushing in and out of the side wall. When they extend, leap onto the first (picture #1), then jump to the third as they retract, and leap again, onto the alcove.



Reload your shotgun before you pull the lever! Or, switch to a rapid-fire pistol or SMG!

Turn left, and locate the nearby wall lever, which is next to a large health pack. Grab the pack, pull the lever, and the door to Natla's domain rumbles open.



Immediately, a winged bat demon rises from an exploding sac and attempts to savage you. Fire off three shotgun rounds and drop it immediately. Leap to the

middle piston as they extend, then jump to the ground on the other side.

Run around to the opposite side wall, where three more pistons are moving left and right out of the wall. Simply run and stop in the gaps between the pistons, then leap the last one.



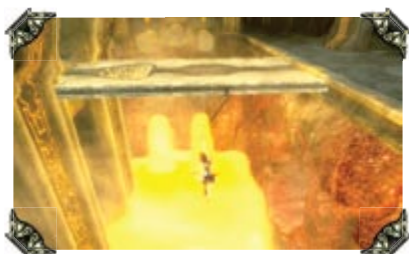
Move to the next lever and pull that, ensuring that you have a fully loaded shotgun. Another winged beast ascends to thwart you, but quick shotgun blasts defeat it easily.



Head back, using the same technique to pass the pistons, and check out the fully extended walkway, which leads you straight to Natla's chamber. Stop! Don't enter there yet!

TASK 5: SECURE THE FINAL RELIC

TAKING THE TORC



Before you challenge Natla, you might want to steal the final Relic in this adventure! From the drawbridge, shoot the ceiling switch at the doorway leading to Natla's sanctum. This causes a section of rock to fall, exposing a slope into the lava. Slide down the slope, then jump and quickly grapple the ring underneath the middle of the drawbridge. Swing to the red rocky

entrance under the bridge, and take the health pack at the edge of the secret tunnel.

You obtained the Large Medipack!



THE GREAT PYRAMID

Tasks 4 and 5



Wander into the tunnel, locate the ladder and ascend it, and claim the glowing item at the top. This is the final Relic: the mighty Torc of Embitterment!

You obtained the Relic: Torc of Embitterment!

Once you've packed this fabled item away, turn left, and locate the small hole in the wall. Drop and dangle from it, and land on the perimeter of the lava moat. Now cross the bridge, and end this madness once and for all!



TIME TRIAL TACTICS

Time Trial Time to Beat: 00:16:15



LOST CITY

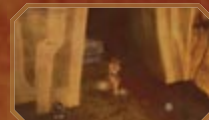
PART 3: FINAL CONFLICT

FINAL CONFLICT: OVERVIEW This is it! The God-Queen Natla and her increasingly large and disgusting minions must be halted or else the seventh age will come! After you dispose of Natla's human form in the lava, and start the destruction of the Great Pyramid itself, you have a difficult and unpleasant battle against the abomination, one of Natla's most deviant creations! After you end this poor soul's life, you must negotiate the cracked fissures and encroaching lava, through a couple of caverns, and locate three wall levers to open an underwater conduit, before battling through a cavern of lava to the top of the pyramid itself. It seems Natla was more powerful than you imagined....



FINAL CONFLICT

Boss Battle

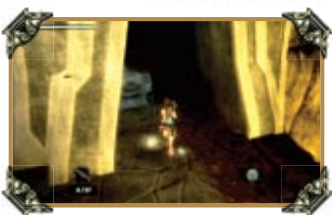


Natla

TASKS TO PERFORM



1. Boss Battle! Defeat the Abomination!



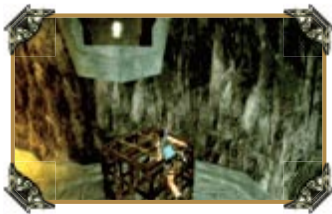
2. Gain Entrance to the Pool Chamber



3. Open the First Two Underwater Gratings



4. Locate the First Artifact



5. Locate the Second Artifact



6. Open the Third Underwater Grating



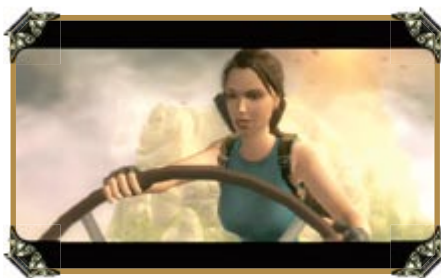
7. Locate the Third Artifact



8. Locate the Final Artifact



9. Boss Battle! Defeat the Demonic Natla



10. Escape the Lost City

BOSS BATTLE! DEFEAT THE ABOMINATION!

IMMORTALITY REFUSED



You stride into Natla's inner sanctum, viewing the spinning Scion on its pedestal, and looking over the edge of the great shaft. Natla appears, with her baying band of cat flesh mummies, and tells you she is preparing her hordes.



She seeks a companion to rule the world for time immortal, and she wants you to sit at her right hand. You actually consider the idea, before shaking the feelings off and firing a bullet at the Scion. It impacts, and the building starts to shake!



Natla roars with anger and charges you. You both fall from the top of the great shaft, but you shoot Natla and hook to a platform. Natla falls into the lava. You clamber back to the platform, just as a colossal fluid sac bursts! What is this?!

THE ABOMINATION

The power of the Scion has been used to create some pretty disgusting creatures, but this legless, skinless giant with a see-through stomach and massive crushing arms is the worst of all! It attacks with simple crushing, arm swipes, butt stomps, and a grab and swallow that's truly despicable! Follow the tactics and warnings shown to defeat this thing!

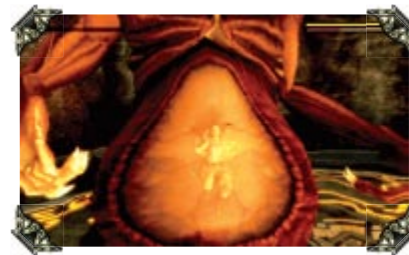
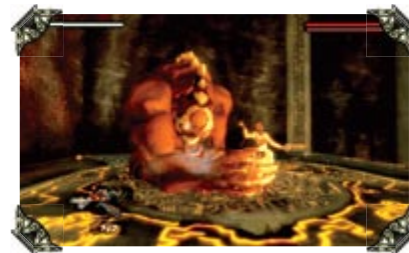


THE ABOMINATION'S ATTACKS

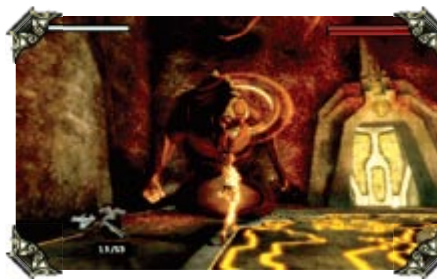


The abomination takes swipes at you (picture #1), and pounds the ground with its buttocks (picture #2). These can knock you off balance, inflict damage, and even push you off the side of the platform! Keep away from the abomination at all times, running backward and circling the beast.

Another reason for staying as far away as you can is that sometimes these right hand swats end with a grab. Then you get stuffed into the creature's maw, swallowed, and quickly digested in its giant, partially transparent stomach! Shoot the Abomination's insides immediately so you spill out onto the platform.

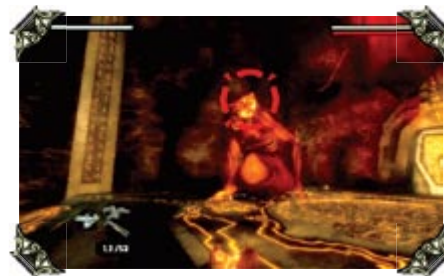


ABOMINATION TAKEDOWN TACTIC #1



When combat begins, choose a powerful weapon, and aim at the beast's head, blasting it until the abomination becomes enraged, as shown.

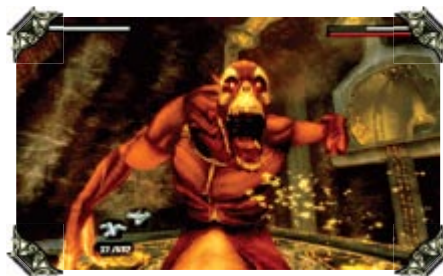
Back or move to the side, in a straight line so you can launch a focused attack. Dive back or to the side with **●**, and plant a shot into the beast.



As soon as you strike accurately with a focused shot, the beast rolls forward. Make sure its momentum causes it to roll off the edge of the platform you're fighting on. Then unload as quickly as possible on the hand it's using to grip the platform edge.

ABOMINATION TAKEDOWN TACTIC #2

Another way to damage the abomination's hand is to perform the same focused attack technique, but away from the edge. The fiend slams its left arm into the platform, and it gets stuck!



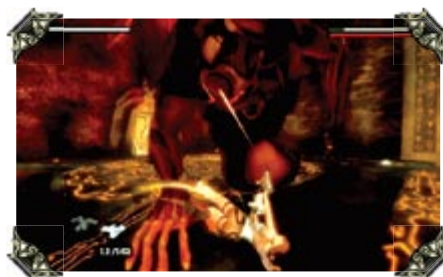
As it tries to pull its damaged hand out from the platform, unload on the hand. Ignore the head and switch targets so the hand is blasted continuously.

Eventually, the hand explodes from the beast!



If a lack of ammunition is a problem, enrage the abomination with your regular pistols, and bring out your more powerful weapons to aim specifically at the hands.

ABOMINATION TAKEDOWN: FINAL ROUND!



Continue to attack both of the abomination's hands using the focused attack techniques shown, whittling down the foe's overall health to around half.

When the abomination has lost one arm section, and it's half-wounded, perform the first tactic. Dive and roll as the abomination rolls off the platform. Then turn, and rip into its remaining fingers!

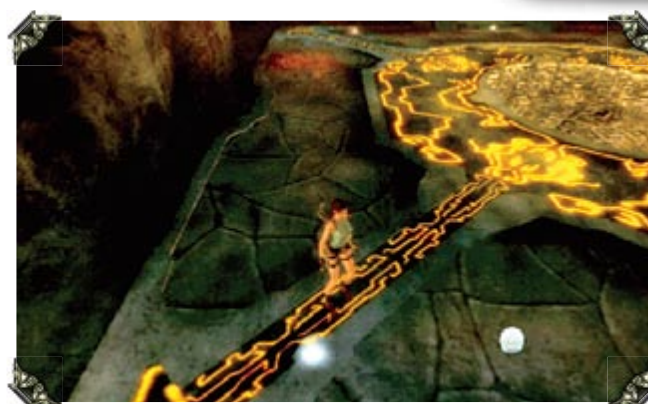


FINAL CONFLICT

Boss Battle



The beast's remaining hand shatters and it falls from the platform, screaming into the lava below, before thrashing pathetically and drowning in a molten sea of its own sinew.



Once the combat is over, or during combat if you're away from the abomination, you can move to each corner of the platform, and the exit door, and secure large health packs, SMG ammo, and shotgun shells.



You obtained the Large Medipack!



You obtained the Large Medipack!



You obtained the mini SMG ammo!



You obtained the mini SMG ammo!



You obtained the shotgun ammo!

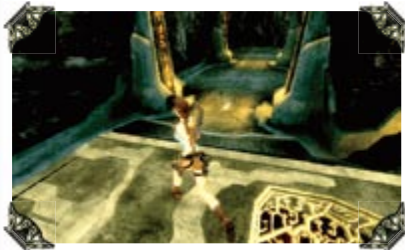
TASK 2: GAIN ENTRANCE TO THE POOL CHAMBER

LEAPING THE LAVA PASSAGES

The pyramid is shaking, so don't waste any time. Gather your items, then leave via the door that's opened. Run down a corridor until you spot lava bubbling up from the ground. At this corner (picture #1), jump to the rock stepping stone, turn right, and leap to the next one. Grab the health, then jump to the point of a post protruding from this sunken corridor, turn, and jump to the next post (picture #2).



You obtained the Large Medipack!

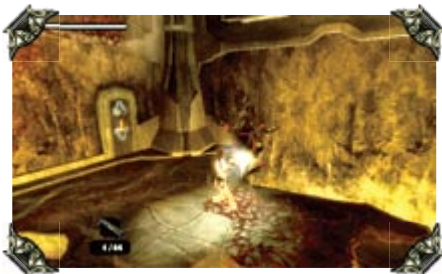


Jump to the platform jutting out of the left side of the passage, then bring out your shotgun. Blast the winged fiend that charges you from the lava ahead. Then turn and pull the lever on the wall. The platform slides back, but the one ahead extends. Jump at this point (as shown), so you can grab the extending second platform. Turn right at the corner, and grab the shotgun shells here.

You obtained the shotgun ammo!

TRAVERSING THE CONNECTING CAVERN

Run down the remainder of the connecting passageway, until you spot an Artifact on an upper ledge. Turn left, as you can't reach this yet, and enter a cavern with a centaur at the opposite end. Bring your preferred weapon and dispatch it. Then pull the lever in the corner.



A winged demonic foe hatches and attacks you, so keep your weapon ready, and defeat it. The lever has opened the doorway to the side. Pick up the health and ammo,

then enter it. You see a cage block to the left of the doorway, but you can't reach or grapple it.

You obtained the Large Medipack!

You obtained the shotgun ammo!

TASK 3: OPEN THE FIRST TWO UNDERWATER GRATINGS

SECURING THE POOL ROOM



Run down the small slope into another inner cavern with a pool in the middle of it. Bring out a trusty weapon, and blast a hatching cat flesh mummy, then evade and shoot a winged demon.



Before you explore any connecting chambers, quickly check the dark area just to the right of a doorway leading out of this room. Grab the pistol ammo here. Then run to the left wall, and pick up the shotgun shells lying here. Now inspect the chamber.

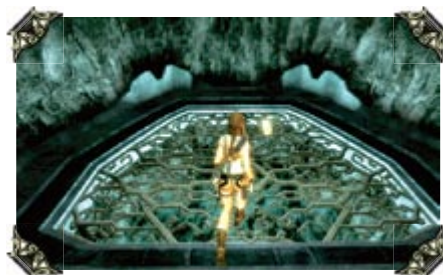


You obtained the 50 caliber pistol ammo!



You obtained the shotgun ammo!

With your regular pistols at the ready, check out the wall section above a small pit of lava in the far right corner. Leap to it, and the section descends. Jump back as the section moves, then turn and fire at the wall switch the section reveals. An underwater grating rolls back. Bring out your preferred weapons and slay a winged demon that has appeared. Repeat this process with the wall section in the left corner, opening a second grating and slaying another flapping foe.



Now that both side panels have revealed their switches, and the enemies in this room have temporarily stopped attacking, run up the exit ramp to a dead end. There's

water underneath you, and a health pack to grab underwater between two of the gates. You can't progress any further.

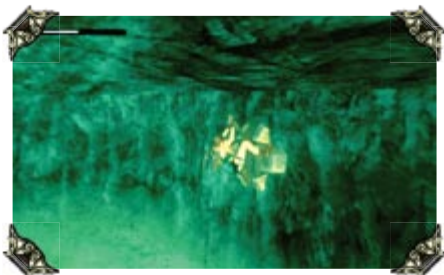


You obtained the Small Medipack!

TASK 4: LOCATE THE FIRST ARTIFACT

HUNTING IN THE UPPER ALCOVE

Dive into the pool, and swim the underwater perimeter until you spot a lever on the rock wall. Swim and pull it. A ledge extends to the right of the entrance doorway.

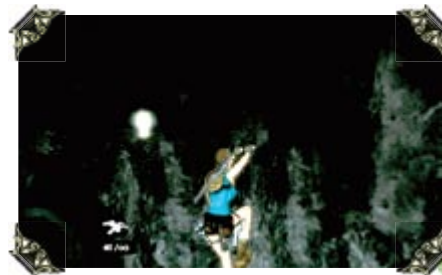


Quickly surface, and run to grab this ledge. Haul yourself up, and into a tiny, blackened alcove. Grab a large health stash up here.



You obtained the Large Medipack!

Once inside the alcove, there's a cage block ahead of you that you saw earlier. Ignore this for the moment, and spin left. Climb onto an upper cubbyhole here, and steal the Artifact.



You obtained the Artifact! (1 of 4)

TASK 5: LOCATE THE SECOND ARTIFACT

A CAGEY RESPONSE



Move to the alcove with the cage on it, and push it out, into the connecting chamber below, then drop down. Either stand on the cage and blast the cat flesh mummy that has appeared, or evade it on the ground. Then push the cage to the rock formation near the entrance doorway, scramble up to it (picture #2), and drop down as a winged demon attacks. Slay it, then climb and grab a small health pack when you reach the flat top.

Tasks 2, 3, 4, and 5



x3

x2

x1

x1

x1

You obtained the Small Medipack!



Turn right as you reach the flat top of the rock, and grab a ledge above the closed entrance door, leading back to the abomination platform. Pull the lever atop this ledge, and the door under you slides open. Drop down, and drag the cage to the corner of the passageway, climb onto the cage, and up to the alcove where the Artifact you ran past earlier is located.

You obtained the Artifact! (2 of 4)

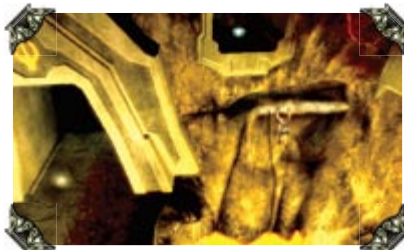
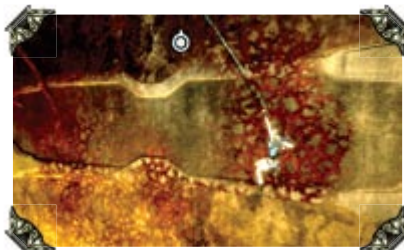
TASK 6: OPEN THE THIRD UNDERWATER GRATING

A SUBMERGED ESCAPE ROUTE

Drag the cage back into the connecting chamber by the rock, and clamber onto the cage, then the rock itself, and leap to a metal lip on the exterior wall. Shimmy left, laterally jumping two more lips.

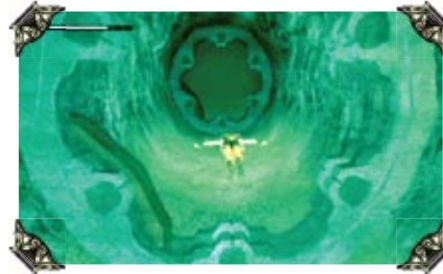


When you reach the edge of the last lip, jump and grab the lip of the corner column. Shimmy left, and look back. Jump and fire your grapple, wall run across, jump again, and stretch to grab a rocky ledge lip above another lava hole. Shimmy left so you're under an alcove to the right of the door to the pool room, and scramble up. Take the ammo in the alcove.



You obtained the mini SMG ammo!

Drop down into the pool room, behind a wall of boulders you couldn't previously access. Stoop and take the shotgun ammunition here, then look behind you. There's a wall slider; jump on and off it, and blast the wall switch. The final grating rolls back.



Clamber over the rocks, and swan dive into the pool, then swim through the underwater tunnel, passing all three open gratings. Surface at the other side.

TASK 7: LOCATE THE THIRD ARTIFACT

DODGING THE WALLS OF LAVA

Stoop to pick up the bullets as you reach a partially flooded passageway, as fissures of lava run through the floor. Then move and jump the gaps, along the right wall. Leap to the left corner.

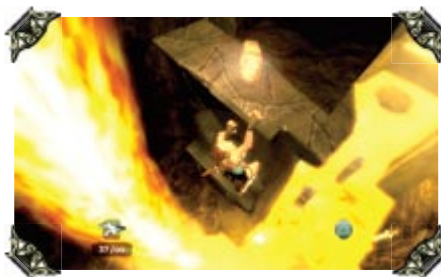


CAUTION

Brushing up against a lavafall or stream results in an instantaneous demise! Be very careful and precise while maneuvering through here.



Run to the left edge of a lava precipice, and stop. Turn and look along the right wall. Jump and cling to the section of ladder, and climb up it. Laterally jump left to a wall lip, then vault up (as shown in picture #2) without being struck by a blast of fire that periodically erupts. Shimmy right, and vault to the wall lip at the top.

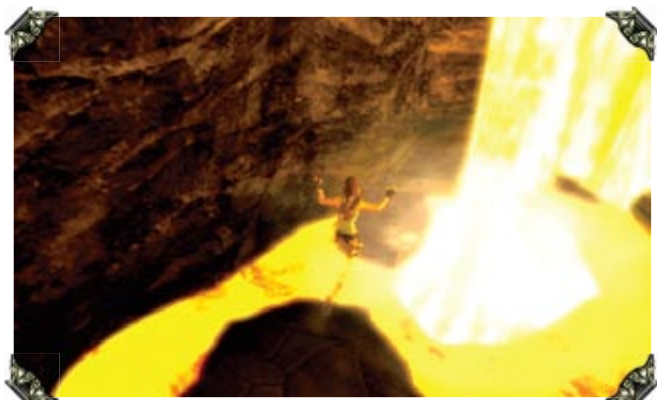


Shimmy left, and leap to the lip of the right side of an archway with a glowing rune carved into it. Jump across the arch, hanging from a lip on the other side, then drop to a

lip below. This has a health pack you can quickly grab.



Drop to the lip below, and turn to look back across a lavafall. Jump and grab the lip of a column behind you, then drop down twice to a section of flat rock by the lava pool itself.



Turn and look for the two stepping stones. Leap to the first, then the second, then turn right quickly, and jump to a stone behind a wall of lava, as shown.

TIME TRIAL TACTICS

You can ignore this Artifact, and jump to a wall lip in front of you from the second stone if time is a factor.

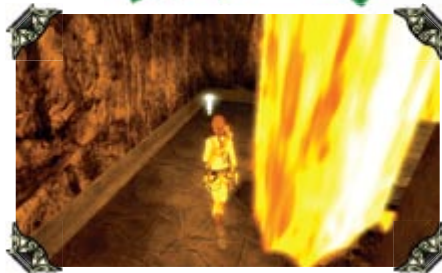


CAUTION

Beware of these small stepping stones on the lava. They sink in a second, so always prepare to jump to another area when you land on one.

FINAL CONFLICT

Tasks 6, 7, and 8



Jump off the stone to a flat ground area, and carefully avoid the gushing lava to your right. Move behind this lavafall, and secure your next Artifact. Now retrace your steps.



TASK 8: LOCATE THE FINAL ARTIFACT

SECURING THE FINAL TREASURE

Run around the lavafall and jump across the two floating floor islands, leap to the ledge lip, and vault up. Shimmy left, around the upper lip corner. Notice the Artifact high on an upper left ledge ahead of you?



Turn and jump left, landing on a pointed post in the lava. Spin right, leap to a second post without being struck by a blast of fire, and quickly jump to a pole.

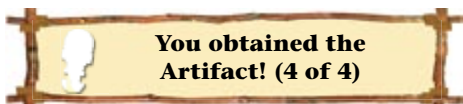
Make each move just after a belch of fire erupts.

Swing off the pole and land on the sinking stone, and jump to the corner of the chamber. Turn left, leap to a final sinking stone, and then to a ladder. Climb up to a safer upper passage.





Stop! Don't enter the chamber beyond! Instead, turn 180 degrees around, and grapple a ceiling ring. Swing across, and land on an upper platform. Dodge two fiery blasts to claim health in the left corner, then turn right. Jump to a ledge on the left, and take the health there. Then leap to the alcove on the right, and snag the last Artifact of all! Now retrace your steps.



TASK 9: BOSS BATTLE! DEFEAT THE DEMONIC NATLA

CLIPPING HER WINGS



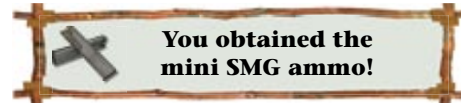
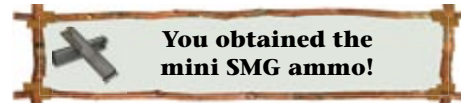
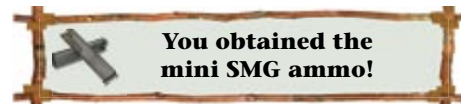
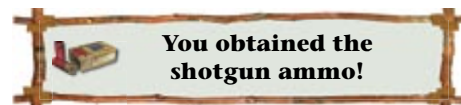
You stride into a ceremonial chamber at the top of the pyramid. A strange, bat-like creature swoops down from the skylight. It's Natla's true form! She's filled with rage and she attacks!

NATLA

A mixture of nuclear energy, wizardry, and hatred has created an almost unstoppable force! With very quick strikes at close range, and a devastating barrage of fireballs, Natla is a powerful entity, susceptible only to continuous and precise gunplay that's focused and evasive!



Natla takes to the air, and rains down swooping swipes and fireball attacks intermittently. Keep moving, ideally near one of the four pillars, and leap to avoid the fireball explosions. If you need ammunition, check the front left pillar.



Aim at three areas: Natla's left or right wing, or her body. Concentrate on her wings, and when she launches her fireball barrage, try to react early and jump away, ideally behind the pillars as before. Whittle her health down.



DROPPING HER GUARD



After Natla picks you up by the neck and throws you across the chamber, she changes her offensive capabilities. Stay behind any pillar, and dodge to each side, firing at her. Make sure you aren't struck by her fireballs.

Keep avoiding those fearsome fire attacks as you build up her rage meter until she becomes enraged. She stops her attacks, and charges you with a long winged punch.

Run continuously in one direction until the focused attack starts, leap with ●, and when the target crosshairs combine, blast her. Do this again and again; she keeps coming, and you should keep performing focused attacks!



If you manage to strike her on her glowing back, she pauses. Unload on her! Then quickly sprint behind a pillar, and begin combat again. Continue these tactics until her health has gone.



TASK 10: ESCAPE THE LOST CITY

DROPPING A PILLAR

ACTION EVENT!



Success! You leap into a high somersault, and Natla passes under you!



Watch out! Natla claims to be invincible, knocks your guns away, and leaps! Press **X**!

Failure! She charges into you, slamming your face into the stone!



Natla bounces off a pillar and comes at you like a bullet! Tap **●** with extreme haste!

Success! You quickly dive out of the way as her tendrils hit the ground!



Failure! Your reactions are slow, and she pierces you with her leathery tendrils!



She throws you against the wall, mocks your flesh, and summons a fireball! Press **●** again!



Success! You somersault out of the blast and grab your pistol! Well done!

Failure! Despite your attempts, you're pinned and blasted against the pillar!



You roll and stand, then aim your pistol at Natla, who summons more fire! Press **R1**!

FINAL CONFLICT

Tasks 9 and 10



Success! You deftly aim a single bullet, striking Natla in the head! She falters!



Failure! A blast of electrical and fire energy crackles through you!

You spot an unsteady pillar behind her and ready your grapple! Activate it with **■**!



Success! You fire the grapple, wrench the pillar, and it falls onto Natla!



Failure! You fumble with the grapple, Natla charges you, and you're choked!



Lara scrambles up to the top of the pyramid. You run and are blown out of the structure as the Lost City erupts into a massive inferno. You swan dive into the ocean.



You clamber aboard the boat you stowed away on, and chart a course for open waters. Something strange lurks within you. Your boat drifts away, into an oncoming storm....



Congratulations! You've completed the game! Now retry the levels collecting all Artifacts and Relics, and attempting the Time Trial mode.

TIME ATTACK TACTICS

Time Trial Time to Beat: 00:23:50

ADDITIONAL MATERIALS

PART 1: COLLECTIBLES: ARTIFACTS AND RELICS

During the course of your adventure, you'll encounter dozens of strange Artifacts and Relics. To locate them, check the Artifact or Relic you wish to find from the list below, refer to the page number, and consult the walkthrough in this guide for the specific information on how to obtain them. Remember you can choose a specific level once you've completed it, and play it to find any outstanding Artifacts and Relics, rather than starting your entire adventure again.



NOTE

- Collecting Artifacts and Relics unlock the vast majority of the rewards, which are covered in the section after this.
- Any Relics you collect can be viewed in unbreakable display cases in the trophy room of Croft Manor.

CROFT MANOR

Number of Artifacts: 8

Number of Relics: 0

Artifact 1



Page: 22

Artifact 2



Page: 27

Artifact 3



Page: 27

Artifact 4



Page: 27

Artifact 5



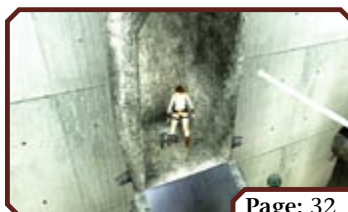
Page: 28

Artifact 6



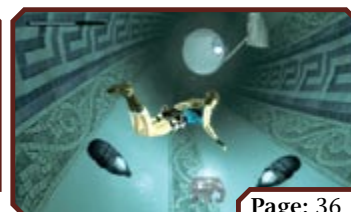
Page: 31

Artifact 7



Page: 32

Artifact 8



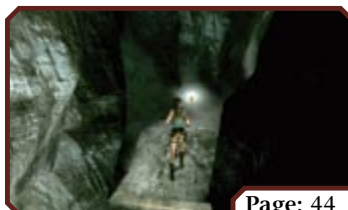
Page: 36

PERU: MOUNTAIN CAVES

Number of Artifacts: 3

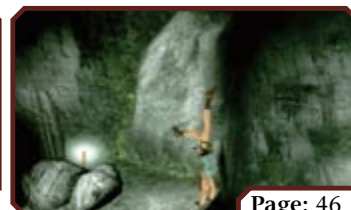
Number of Relics: 1

Artifact 1



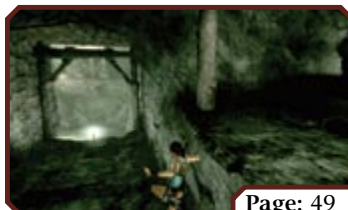
Page: 44

Artifact 2



Page: 46

Artifact 3



Page: 49

Relic: Killer Whale Bottle



Page: 51

PERU: THE CITY OF VILCABAMBA

Artifact 1



Page: 58

Number of Artifacts: 1

Number of Relics: 0

PERU: THE LOST VALLEY

Artifact 1



Page: 76

Number of Artifacts: 2

Number of Relics: 1

Artifact 2



Page: 78

Relic: Kero Mug



Page: 81

PERU: THE TOMB OF QUALOPEC

Number of Artifacts: 2

Number of Relics: 0

Artifact 1



Page: 89

Artifact 2



Page: 91

GREECE: ST. FRANCIS'S FOLLY

Number of Artifacts: 6

Number of Relics: 0

Artifact 1



Page: 101

Artifact 2



Page: 105

Artifact 3



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Artifact 4



Page: 112

Artifact 5



Page: 116

Artifact 6



Page: 118

GREECE: THE COLISEUM

Artifact 1



Page: 128

Number of Artifacts: 1

Number of Relics: 0

GREECE: MIDAS'S PALACE

Artifact 1



Page: 140

Number of Artifacts: 1

Number of Relics: 2

Relic: Athenian Owl Figurine



Page: 141

Relic: Griffin-Head Protome



Page: 145

GREECE: THE TOMB OF TIHOCAN

Number of Artifacts: 2

Number of Relics: 0

Artifact 1



Page: 153

Artifact 2



Page: 158

EGYPT: THE TEMPLE OF KHAMOON

Number of Artifacts: 3

Number of Relics: 1

Artifact 1



Page: 168

Artifact 2



Page: 174



Artifact 3



Page: 176

Relic: Mummified Cat



Page: 179

EGYPT: THE OBELISK OF KHAMOON

Number of Artifacts: 4

Number of Relics: 0

Artifact 1



Page: 186

Artifact 2



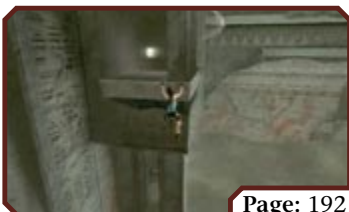
Page: 189

Artifact 3



Page: 192

Artifact 4



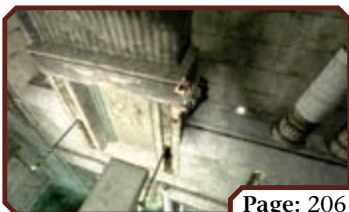
Page: 192

EGYPT: THE SANCTUARY OF THE SCION

Number of Artifacts: 2

Number of Relics: 1

Artifact 1



Page: 206

Artifact 2



Page: 214

Relic: Idol of Horus



Page: 211

LOST CITY: NATLA'S MINES

Artifact 1



Page: 220

Number of Artifacts: 4

Number of Relics: 1

Artifact 2



Page: 223

Artifact 3



Page: 227

Artifact 4



Page: 229

Relic: Chalice of Torment



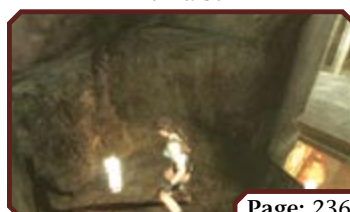
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LOST CITY: THE GREAT PYRAMID

Number of Artifacts: 1

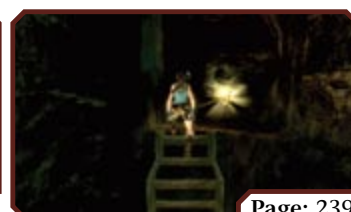
Number of Relics: 1

Artifact 1



Page: 236

Relic: Torc of Embitterment



Page: 239

LOST CITY: FINAL CONFLICT

Number of Artifacts: 4

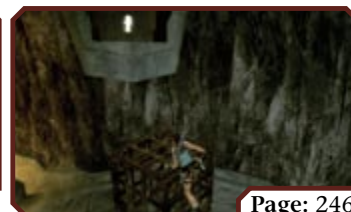
Number of Relics: 0

Artifact 1



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Artifact 2



Page: 246

Artifact 3



Page: 247

Artifact 4



Page: 248

THE ARTIFACT AND RELIC COLLECTION TABLE

Level	# of Artifacts	# of Relics
1. Croft Manor	8	0
2. Peru: Mountain Caves	3	1
3. Peru: The City of Vilcabamba	1	0
4. Peru: The Lost Valley	2	1
5. Peru: The Tomb of Qualopec	2	0
Peru: Total	8	2
6. Greece: St. Francis's Folly	6	0
7. Greece: The Coliseum	1	0
8. Greece: Midas's Palace	1	2
9. Greece: The Tomb of Tihocan	2	0
Greece: Total	10	2
10. Egypt: The Temple of Khamoon	3	1
11. Egypt: The Obelisk of Khamoon	4	0
12. Egypt: The Sanctuary of the Scion	2	1
Egypt: Total	9	2
13. Lost City: Natla's Mines	4	1
14. Lost City: The Great Pyramid	0	1
15. Lost City: Final Conflict	4	0
Lost City: Total	8	2
Grand Total:	45	8

PART 2: REWARDS

As you progress through the game, you'll unlock dozens of cool hidden and extra features. These are shown in the "Rewards" section, accessed at the Main Menu screen. The following tables show how each unlockable reward is obtained. Happy hunting!

APPENDIX 1: CINEMATICS

Cinematics are unlocked once you've viewed them during your adventure.

Name of Cinematic	Level to Complete
1. Croft Manor	Croft Manor
2. The Awakening	Peru: Mountain Caves
3. Introducing Natla	Peru: Mountain Caves
4. Vilcabamba	Peru: The City of Vilcabamba

Name of Cinematic	Level to Complete
5. Wolf Attack	Peru: Mountain Caves
6. The Tomb of Qualopec	Peru: The Tomb of Qualopec
7. Unexpected Company	Peru: The Tomb of Qualopec
8. A Heated Interrogation	Peru: The Tomb of Qualopec
9. Arrival at St. Francis's Folly	Greece: St. Francis's Folly
10. Business Banter	Greece: St. Francis's Folly
11. The Tomb of Tihocan	Greece: The Tomb of Tihocan
12. Pierre's Demise	Greece: The Tomb of Tihocan
13. Shadow Figures	Greece: The Tomb of Tihocan
14. Arrival at Khamoon	Egypt: The Temple of Khamoon
15. Retrieving the Scion	Egypt: Sanctuary of the Scion
16. The Banishment of Natla	Egypt: Sanctuary of the Scion
17. Ambushed!	Egypt: Sanctuary of the Scion
18. Motorcycle Pursuit	Egypt: Sanctuary of the Scion
19. Island Arrival	Lost City: Natla's Mines
20. The End of the Line	Lost City: Natla's Mines
21. Larson Dies	Lost City: Natla's Mines
22. Kold and Kid	Lost City: Natla's Mines
23. The Power of the Scion	Lost City: The Great Pyramid
24. Doppelganger Demise	Lost City: The Great Pyramid
25. A Tough Choice	Lost City: Final Conflict
26. Time to Leave	Lost City: Final Conflict
27. Final Confrontation	Lost City: Final Conflict
28. Down But Not Out	Lost City: Final Conflict
29. Island Escape	Lost City: Final Conflict

APPENDIX 2: CHARACTER BIOS

Collect Artifacts throughout the game to unlock biographies of the main players.



The term "percentage" indicates the number of Artifacts or Relics you collect, compared to the total. For example, if an unlockable indicates that "50% of all Relics" need to be collected, you unlock this once four out of the possible eight Relics have been claimed.

Character	Level	% of Artifacts Collected
Lara	ALL	10%
Larson	ALL	20%
Kid	ALL	30%



Character	Level	% of Artifacts Collected
Kold	ALL	40%
Pierre	ALL	50%
Winston	ALL	60%
Richard Croft	ALL	70%
Doppelganger	ALL	80%
Natla	ALL	90%

APPENDIX 3: ART GALLERIES



Collect Artifacts, Relics, and complete particular chapters to uncover these.

Art	Level	% Artifacts Collected	% Relics Collected	Other Notes
Origins of Lara	Peru	33%	—	—
Box Art	Peru	67%	—	—
Peru	Peru	100%	—	—
Kid	Egypt	33%	—	—
Kold	Egypt	67%	—	—
Egypt	Egypt	100%	—	—
Game Gallery	Greece	33%	—	—
Pierre	Greece	67%	—	—
Greece	Greece	100%	—	—
Lost City	City	33%	—	—
Doppelganger	City	67%	—	—
Natla	City	100%	—	—
Atlantean Creatures	ALL	—	—	Finish Game
Items and Artifacts	ALL	—	25%	Finish Game
Other Characters	ALL	—	50%	Finish Game
Promotional Images	Mansion	50%	—	—
TR1 vs. TR:A Peru Images	Peru	—	100%	Beat Peru Chapter
TR1 vs. TR:A Greece Images	Greece	—	100%	Beat Greece Chapter
TR1 vs. TR:A Egypt Images	Egypt	—	100%	Beat Egypt Chapter
TR1 vs. TR:A City Images	City	—	100%	Beat Lost City Chapter

APPENDIX 3: OUTFITS

Collect your Relics and unlock a wide variety of ensembles to wear.

	Outfit Name	Chapter	% of Relics Collected
	Anniversary	Avail. from Start	—
	Legend	Peru	50%
	Doppelganger	City	100%
	Camouflage (<i>Angel of Darkness</i>)	Egypt	50%
	Golden	Greece	100%
	Croft Manor Sport	Greece	50%
	Classic (<i>Tomb Raider</i>)	Peru	100%
	Wetsuit (<i>Tomb Raider 2</i>)	City	50%

Outfit Name	Chapter	Collected
 Catsuit (<i>Tomb Raider 4</i>)	Egypt	100%
 Scorched Natla	ALL	100%

APPENDIX 4: CHEATS

Switch these cheats on and off in the Main or in-game Pause menus, after you finish particular chapters in Normal or Time Trial modes.

Cheat	Chapter	Acquisition Details
All Weapons	Greece	Complete Time Trial, Finish Game
Golden Shotgun (one shot kills)	City	Complete Time Trial, Finish Game
Infinite Health	Egypt	Complete Time Trial, Finish Game
Infinite 50 Caliber Pistol Ammo	Peru	Complete Time Trial, Finish Game
Infinite Shotgun Ammo	Greece	Complete Time Trial, Finish Game
Infinite Mini SMG Ammo	Egypt	Complete Time Trial, Finish Game
Silver Mini SMGs	City	Complete Time Trial, Finish Game
Sunglasses	ALL	Finish Game
Textureless Mode	ALL	Finish Game
Show Enemy Health	Peru	Complete Time Trial, Finish Game
Infinite Breath	ALL	Finish Game

APPENDIX 5: COMMENTARIES

Complete a particular chapter, and you can replay it and switch commentaries on, either in the Rewards or in-game Pause menu. Locate the purple diamonds to hear the commentaries in the different areas.

Chapter	How Unlocked?
Croft Manor	Complete Chapter
Peru	Complete Chapter
Greece	Complete Chapter
Egypt	Complete Chapter
Lost City	Complete Chapter

APPENDIX 6: MUSIC

Listen to music at the main menu, or in the music room of Croft Manor. There are 24 music tracks to unlock, and each is from a particular chapter.

Music Tracks	How Unlocked?
TR: Anniversary—Main Theme	Available from Start
“Croft Manor” Music Tracks	Unlock Croft Manor Music Room, Complete Croft Manor Chapter
“Peru” Music Tracks	Unlock Croft Manor Music Room, Complete Peru Chapter
“Greece” Music Tracks	Unlock Croft Manor Music Room, Complete Greece Chapter
“Egypt” Music Tracks	Unlock Croft Manor Music Room, Complete Egypt Chapter
“Lost City” Music Tracks	Unlock Croft Manor Music Room, Complete Lost City Chapter

APPENDIX 7: SPECIAL

The final rewards are a couple of extra-special features, unlocked when you’ve found all the Artifacts or Relics respectively.

Special Unlock	% of Artifacts Needed	% of Relics Needed	Other Notes
Style Units	—	100%	Finish Game
Note to Fans	—	—	Available from Start



